

Programming Assignment #2 (~4/21)

- Make your initial (from assignment#1) a 3D model.
- Create buttons to perform rotations with 3 axes (x, y, z), a translation, and a scale.
- Use `lookAt(eye, at, up)`, to view the scene from the perspective of the camera.
- (Optional) if you implement user interfaces that can change the parameters of the function `lookAt(eye, at, up)`, you can get extra points (10%).
- You should use `gl.uniformMatrix4fv` to send the transformation matrices to the GPU.
- Submit a code and a report (at most 5 pages).
- Describe what you've done and what you haven't done + screenshots of your results.
- Delay up to one week, and 10% deduction per day