Programming Assignment #1 (~4/5)

- Make a model that depicts your initial (i.e. **RY** <-Ri Yu).
- You should use all the primitives supported by WebGL (points, line segments, and triangles) for modeling your object.
- **Animate the model** and explain how in your report.
- Implement **one interactive event**.
  - (Optional) If you implement 3 or more of the interactive events (buttons, menus, sliders, keyboards, and etc.), you can get extra points (10%).
- Submit a zip file containing codes and a report (at most 3 pages).
- Explain results and specify what you've done with screenshots of your result in your report.
- Delay up to one week, and 10% deduction per day