

Introduction to 3D Computer Graphics

Homework assignment 3

Practice of WebGL

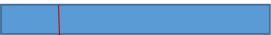
Due date: Nov. 16, 2021

This home assignment is to let you familiar with transformation of an object in WebGL language. You are asked to write a program to rotate the following tetrahedron along x, y, z axes, when the button is pressed.

Rotate z

Rotate x

Rotate y

Scale 0  1

