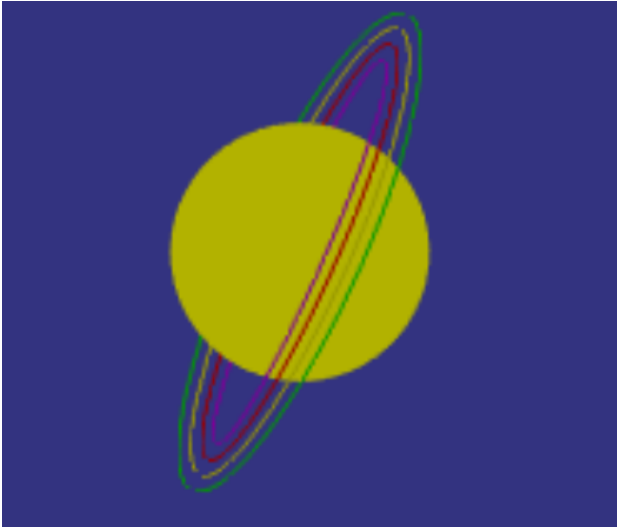


Homework 5

Setup the canvas such that its width divides its height equals to the golden ratio, 1.618.
Draw a planet with four rings around it, as shown below. The color of the four rings should be different.



You need to setup two arrays, one for the colors and one for the point positions. These two arrays are parallel arrays such that for the i^{th} point, its position stores in the points array, and its color stores in the colors array. Both arrays need to be sent over to the buffers on WebGL.

Draw the 4 half rings in the back first. Then draw the circle. Then draw the four half rings in the front.

Once this planet is drawn, translate it to the upper left corner of the canvas.



The file “planet.html” is provided. You need to write the planet.js file.
To submit the program, log onto D2L and upload both programs in the Dropbox labelled “homework 5”.