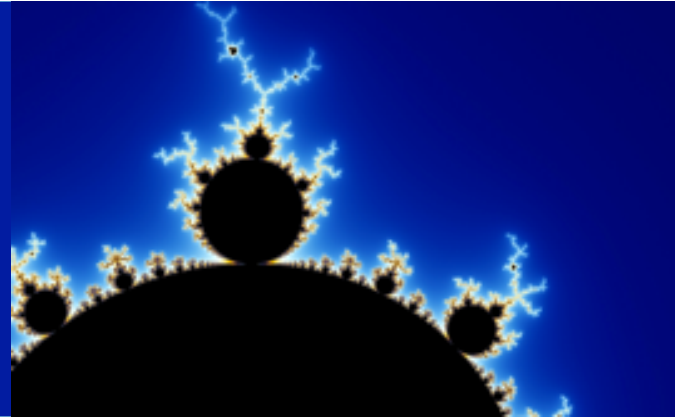
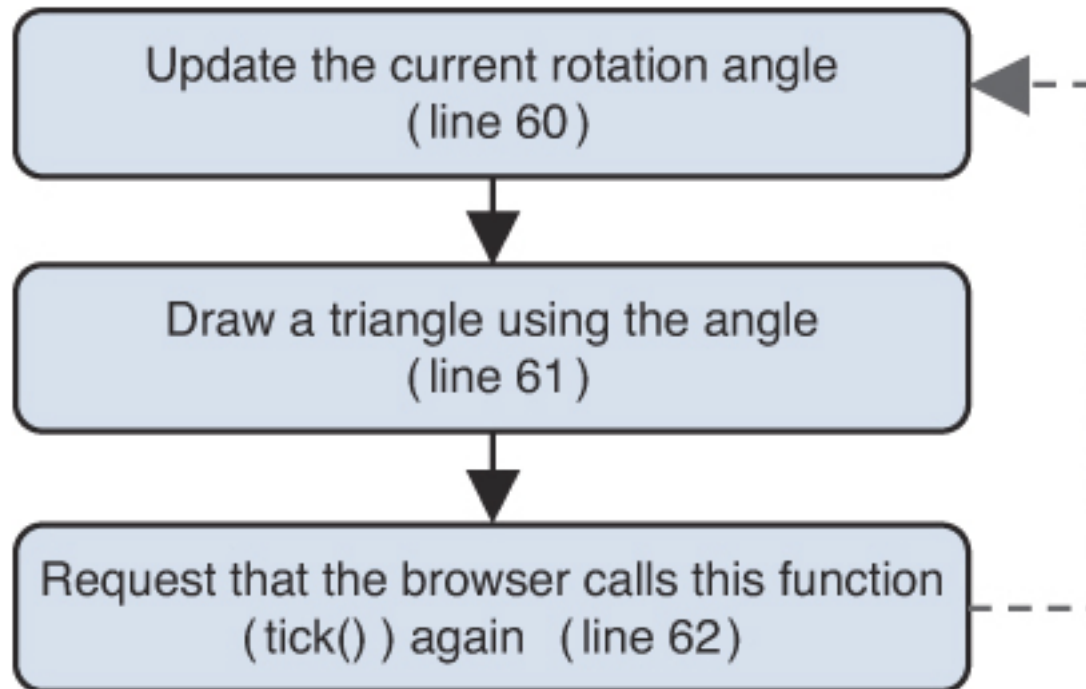


# Computer Graphics



Perform Animation with WebGL

# Basic Steps used in animation



**rotateTriangle example**



# setInterval(func, delay)

**setInterval** (func, delay)

Call the function specified by *func* multiple times with intervals specified by *delay*.

<b>Parameters</b>	func	Specifies the function to be called multiple times.
	delay	Specifies the intervals (in milliseconds).
<b>Return value</b>	Timer id	

- Javascript method
- Multiple tab problem → disregard which tab is active → performance problem



# requestAnimationFrame

**requestAnimationFrame** (*func*)

Requests the function specified by *func* to be called on redraw (see [Figure 4.9](#)). This request needs to be remade after each callback.

<b>Parameters</b>	<i>func</i>	Specifies the function to be called later. The function takes a “time” parameter, indicating the timestamp of the callback.
-------------------	-------------	---

<b>Return value</b>	Request id
---------------------	------------

- *func* is only called when the tab to which it is defined is active
- By using this method, you avoid animation in inactive tabs and do not increase the load on the browser.

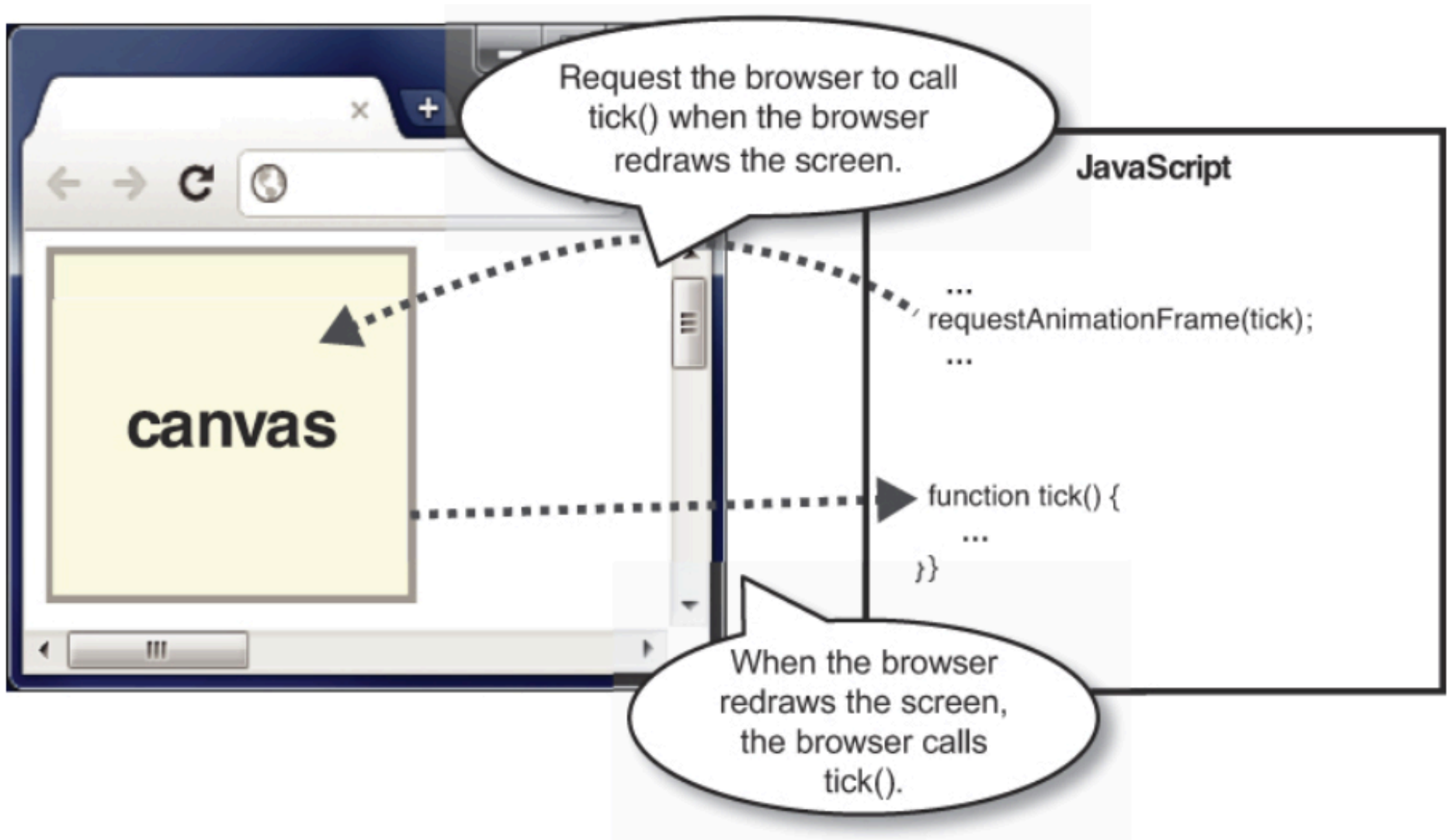
**cancelAnimationFrame** (*requestID*)

Cancel the function registered by `requestAnimationFrame()`.

<b>Parameter</b>	<i>requestID</i>	Specifies the return value of <code>requestAnimationFrame()</code> .
------------------	------------------	--

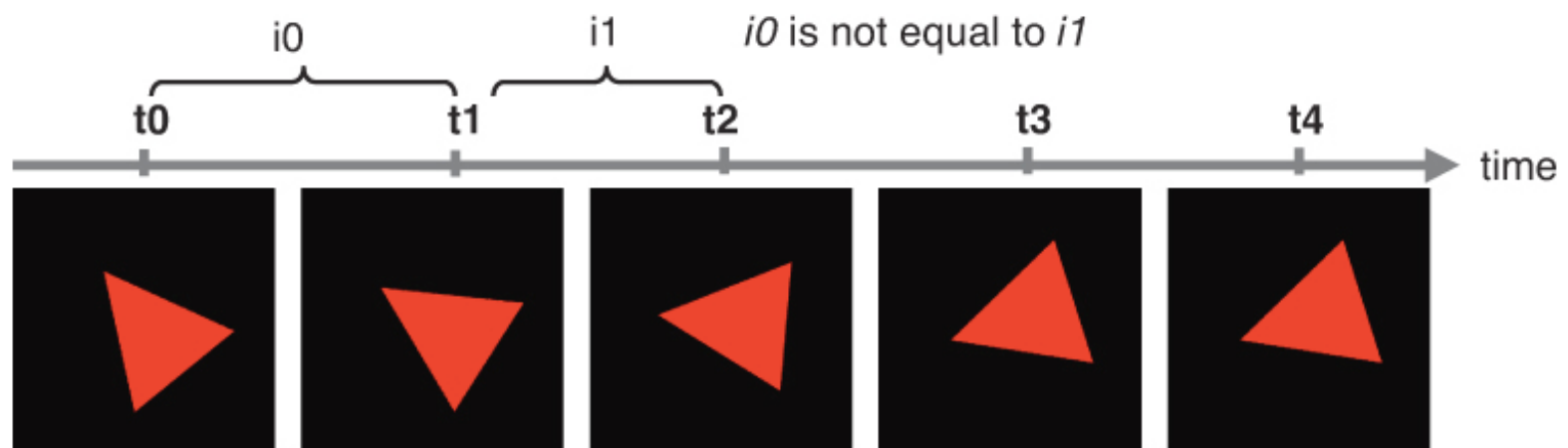
<b>Return value</b>	None
---------------------	------

# requestAnimationFrame(func)

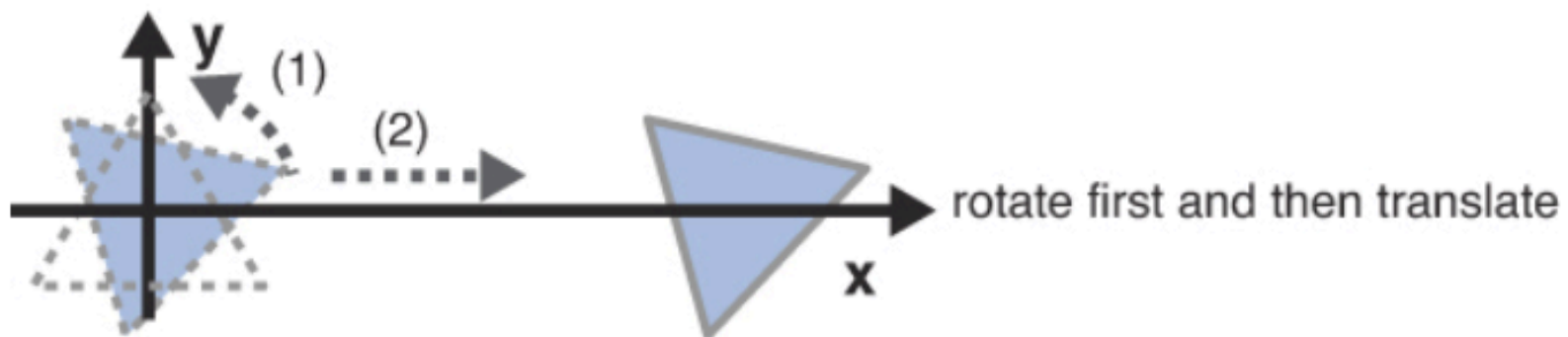
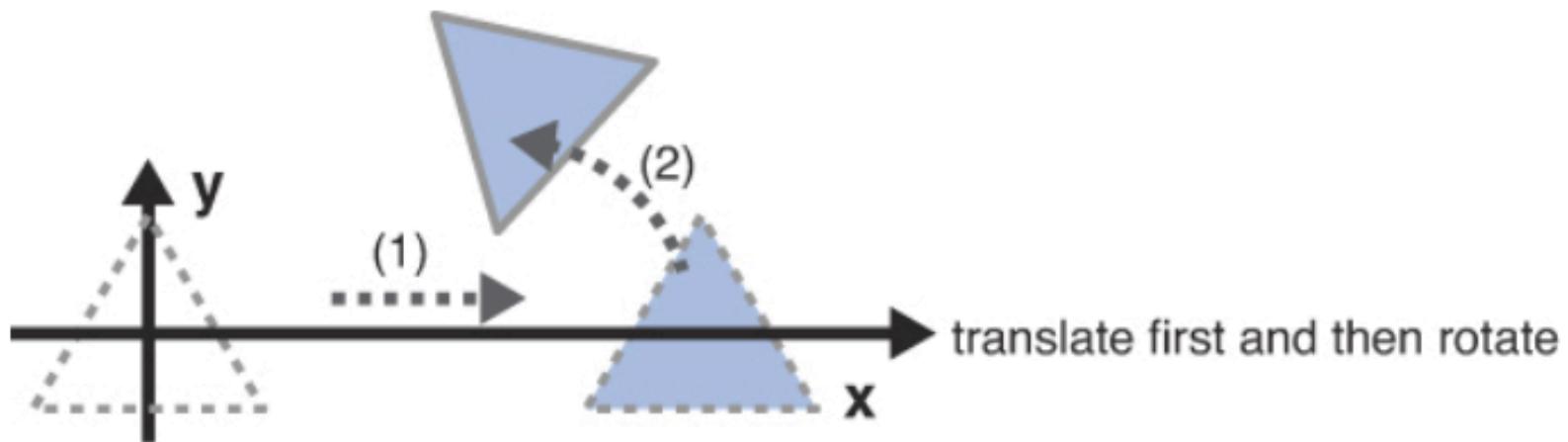


# Obtain a constant speed rotation

```
var g_last = Date.getTime();  
function animate(angle) {  
    // Calculate the elapsed time  
    var now = Date.getTime();  
    var elapsed = now - g_last;  
    g_last = now;  
    // Update the current rotation angle (adjusted by the elapsed time)  
    var newAngle = angle + (ANGLE_STEP * elapsed) / 1000.0;  
    return newAngle %= 360;  
}
```

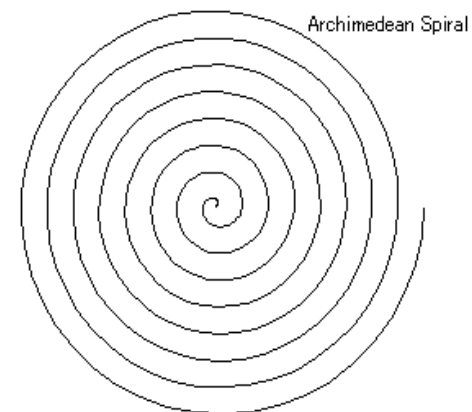
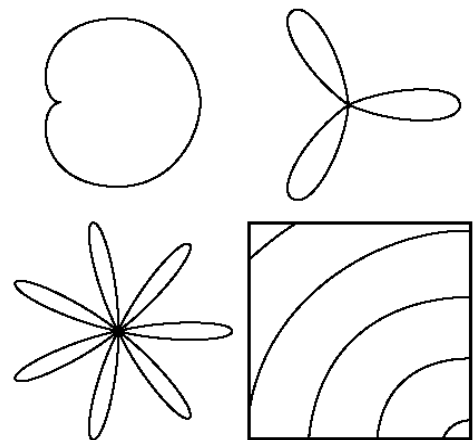


# Animation with multiple transformations



**animateTwoTransform Example**

# Parametric Curves



General form:  $x = f(\theta) \cos(\theta)$   
 $y = f(\theta) \sin \theta$

cardioid:  $f(\theta) = K(1 + \cos(\theta))$ ,  $0 \leq \theta \leq 2\pi$ ,  
(K is a scale factor for the curves.)

rose:  $f(\theta) = K \cos(n\theta)$ ,  $0 \leq \theta \leq 2n\pi$ ,  
where n is number of petals (n odd) or  
twice the number of petals (n even)

spirals: Archimedean:  $f(\theta) = K\theta$   
Logarithmic:  $f(\theta) = Ke^{a\theta}$