SONNY CHEA | COMP4270s2018 | COMPUTER GRAPHICS | DR. HAIM LEVKOWTIZ | 04-29-18

WEEK 1:

I didn't submit anything for this day as I was unsure of whether I could get anything accomplished. Instead I just submitted a directory of what I was planning on doing.

WEEK 2:

1. **Modeling**: It should be noted that for most of the functions to make the project work were from the following websites:

- https://developer.mozilla.org/en-US/docs/Web/SVG/Attribute/transform
- https://www.w3schools.com/css/css3_2dtransforms.asp
- https://www.w3schools.com/css/css3_3dtransforms.asp
- https://www.w3schools.com/css/default.asp

In this project there should be two total viewpoints:

1. Orthographic: representing three-dimensional objects in two dimensions
2. Projection: being able to view it at different viewpoints, primarily at one, two, and three

I also included sliders so that the user can manipulate the vectors of the matrices, overall this first implementation of the final project is still a work in progress, but it should be straightforward.

WEEK 3:

This time I tried to incorporate a 2D modeling aspect to my project to get a better understanding of how I can manipulate the Models or in this case just a 2D house, however I had conflicting issues with the JavaScript from three.js.

WEEK 4:

Evidently, I just submitted the same thing and tried to fix the issue presented before. However, this time to no avail.

WEEK 5:

I rearranged the look of the homepage and added tabs to fix the issue I was having in the past two weeks. I also included a new tab leading to a cubic model that you could manipulate; however, it has an issue with the nav bar on that index page.

WEEK FINAL:

For my final submission I used these sites, along with the Three.js script/library as my last part for my project. I was not able to get much done compared to some of the other students in the class. My limited knowledge on JavaScript was to be expected thou as many students taking Computer Graphics are graduate level students.

This time I was able (somewhat) to incorporate some mapping between the Rectangle and the Spheres. It's better to see for yourself.

Here are a list of sites I used as reference.

- https://bl.ocks.org/mpmckenna8/2ca083e8e777354d3cf8
- https://gist.github.com/domitry/10023888
- https://gamedev.stackexchange.com/questions/74155/what-function-creates-rotation-effect-in-three-js