

Project Report

Christopher Primes

Technologies used: WebGL, Three.JS, Javascript, HTML, CSS

For instructions on how to use my program, please read the MANUAL.pdf file.

This project is web-based. No additional software installation is required. However, your web browser must support WebGL.

My project is currently in the beginning phase. Currently the user can draw some primitives/shapes on the screen and delete those shapes as well. One of the objects that the user can draw is a house, which is a pre-designed house that I created using a combination of multiple different shapes. These primitives are visible from three different views.

The bulk of this week's submission was "setting the stage" for the rest of the project. This involved setting up the scene, cameras, light sources, and basic drawing. This work will lay the foundation for the rest of the project. Next, I plan on allowing the user to draw more primitives and change their colors. I will also allow the user to move the shapes and rotate them.