Project Manual

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

Currently, I do not believe that my project requires an extensive manual as it is still in the beginning phases of development. As more features are added, more extensive documentation will follow.

Currently, my project allows a user to draw a house, sphere, box or custom shape in a 3D environment. These objects can be viewed from three angles, the top, front, and side.

To draw an object, simply select the object you wish to draw from the dropdown menu underneath the "Draw an Object" heading. Any parameters that are required can be specified underneath the dropdown menu. Once the parameters are specified (if necessary for that particular object), simply click the draw button to draw the object on the canvas. You can draw multiple objects on the same canvas.

Underneath the "Edit an Object" heading, currently the only options are deletion. You can clear all objects or clear a specific object by specifying the object in the dropdown menu. In the future this will include the ability to move and rotate objects, as well as changing colors.