This week we talked about the same Rasterization and WebGL topics. We just went into more depth with shaders. This week though we made the camera able to move around the scene. We also added a square which we turned into a plane by scaling, rotating, and translating the square. We then added a sphere to the scene. We had to shrink the sphere so it could fit into the camera screen. We then translated it back so it was in the middle of the plane. We then had to add movement to the camera matrix. We had to check the forward vector in the world matrix. We then had to apply the vector to the camera matrix to move forward or backward depending on which button we pressed. We then had a yaw variable to rotate the camera with the left and right arrow buttons being pressed.

We then had to have updates for the color over time. I used sin and cos to make it do that. This was the hardest part for me because I still had a little trouble turning a -1 to 1 range so it is 0 to 1. Once I had figured out how to do it, it was easy to animate the colors. The actual hardest part was making color animations instead of just black and white. I understand how to do it I just have a little trouble putting it into code. It is just hard for me to animate it so it is animating interestingly. In the last homework, it showed the output you did using fract and I tried to make something but I just couldn't understand how to make something like that. I only know how to do the basic animations.

I did not work with my partner as of right now because I don't have any time to do the homework later. Since I did the homework this early I didn't seek help from the TA or professor.

I continued the same ChatGPT conversation from last week for this week because it was the same stuff.

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