CS423 Programming Assignment 1

Adam Lewis

August 14, 2021

Contents

1 Overview

In this assignment, you will setup and enhance the simple scene application we reviewed in class to investigate what happens when you place the camera at different positions in the scene.

2 Instructions

1. Start with source code from Lab 02. Add at least two additional objects (sphere, cube, and so on) to the scene.

2. Modify the HTML to include input boxes for three floating point values and a button. Add an `onclick` handler to the button that gets the values from the input boxes and then sets the camera location in the scene to that location. Don't forget to render the updated scene.

3 Submission instructions

Combine your source code, test data, and examples of your program's execution into a single PDF document. Attach this document to your submission on Blackboard.