Kaan Aras

28952

Project 2

Task 1)

In this first task, there was a setTexture method which needed to be modified to handle different images in different sizes. The part needed to be implemented was already commented in the project2.js file so I added these following lines to the file to set the gl paramters when the size is different.  
  
gl.texParameteri(gl.TEXTURE\_2D, gl.TEXTURE\_WRAP\_S, gl.CLAMP\_TO\_EDGE);

gl.texParameteri(gl.TEXTURE\_2D, gl.TEXTURE\_WRAP\_T, gl.CLAMP\_TO\_EDGE);

gl.texParameteri(gl.TEXTURE\_2D, gl.TEXTURE\_MIN\_FILTER, gl.LINEAR);

gl.texParameteri(gl.TEXTURE\_2D, gl.TEXTURE\_MAG\_FILTER, gl.LINEAR);

This way my html file can now accept other files with other sizes.  
  
metin, ekran görüntüsü, çizgi film içeren bir resim

Açıklama otomatik olarak oluşturuldu

Here it is with nyra.jpg which was about 23mbs.

Task 2)

In revising project2.js, I improved the MeshDrawer class by adding lighting features. I included controls for light position and ambient light intensity, along with a toggle for the lighting. Properly handling vertex normals was crucial for accurate lighting.

I updated the setMesh method to work with these normals. In the draw method, I made sure the lighting responds to user actions, adding dynamic effects to the scene. A key upgrade was in the fragment shader (meshFS), where I added diffuse and ambient lighting for better shading.

Additionally, I added two functions: enableLighting to switch the lighting on or off, and setAmbientLight to adjust ambient light with a slider. I also fixed a small issue in setAmbientLight to ensure the slider accurately controls the light intensity.

ekran görüntüsü, dijital kompozit oluşturma, metin içeren bir resim

Açıklama otomatik olarak oluşturuldu