

Project B : Windmill , sphere, tetrahedron and an elephant nose

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User's Guide :

1. It is a simple program to run by clicking at Zhaochengyu_ProjB.html file.
2. You can see the whole webgl animation as well as a short UserGuide.
3. Just press F1 and follow the instructions.
4. Use Up/Down/Left/Right keys to go ahead/back/left/right and Use W/S/A/D keys to look ahead/back/left/right.

Result:

1. My program contains two Side-by-Side Viewports, the left is the orthographic camera and right the panel is perspective camera. As you can see in Figure 1

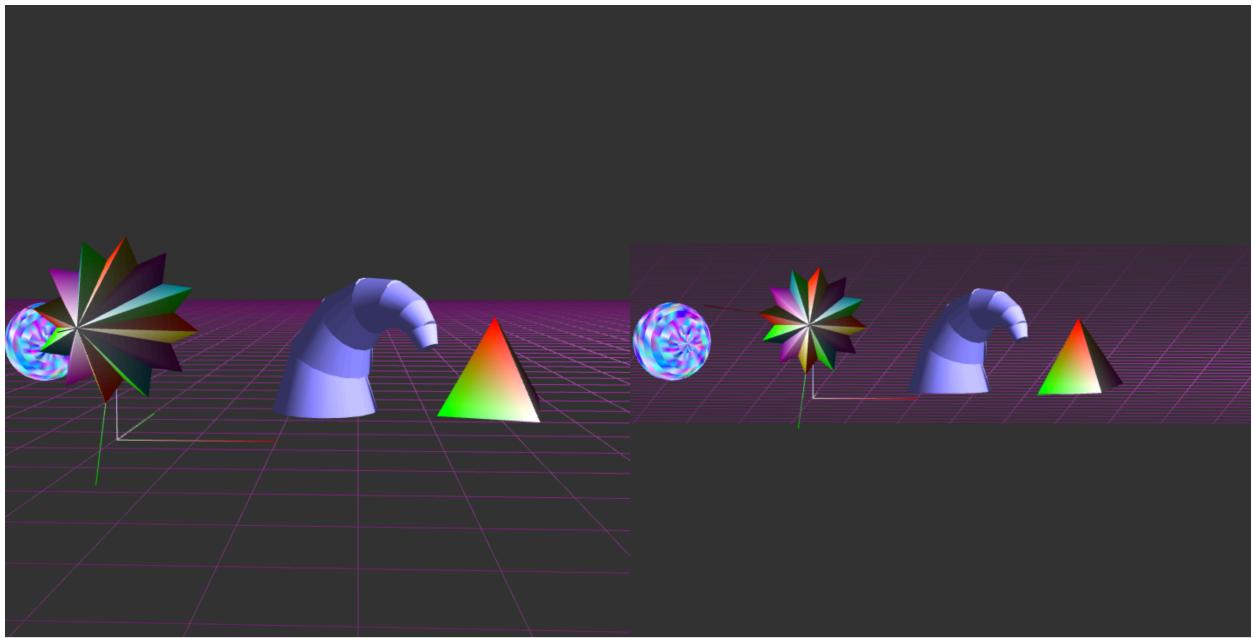


Figure 1

2. If you use the up key, then in orthographic camera you will go ahead to those objects. As you can see it in Figure 2.

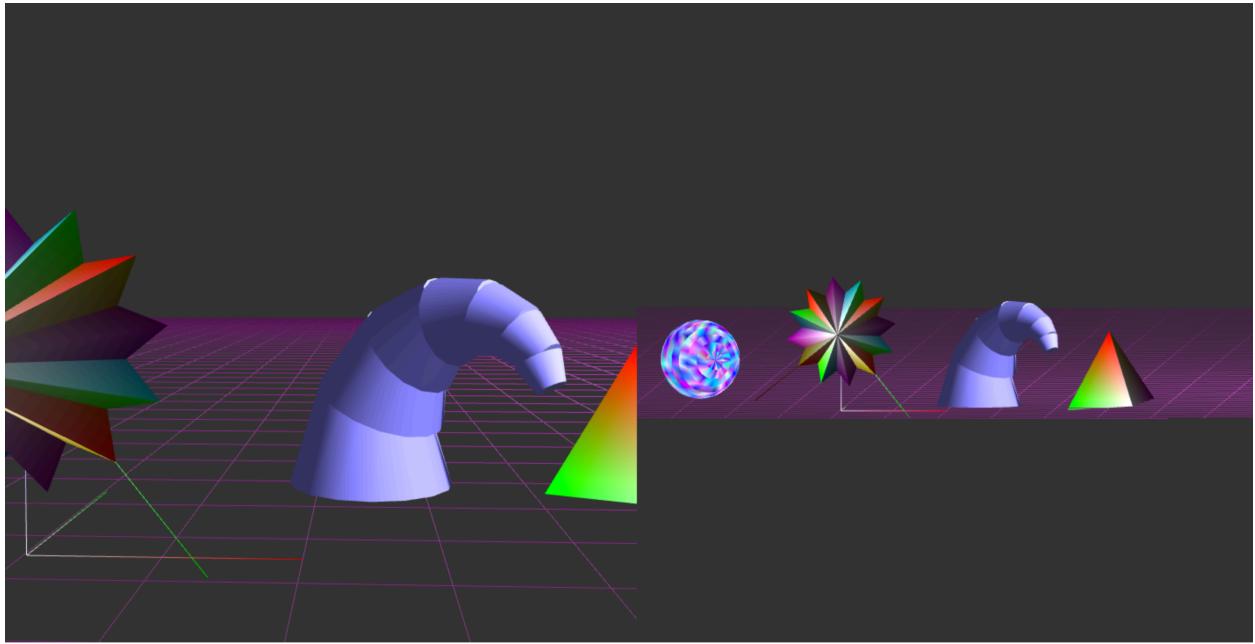
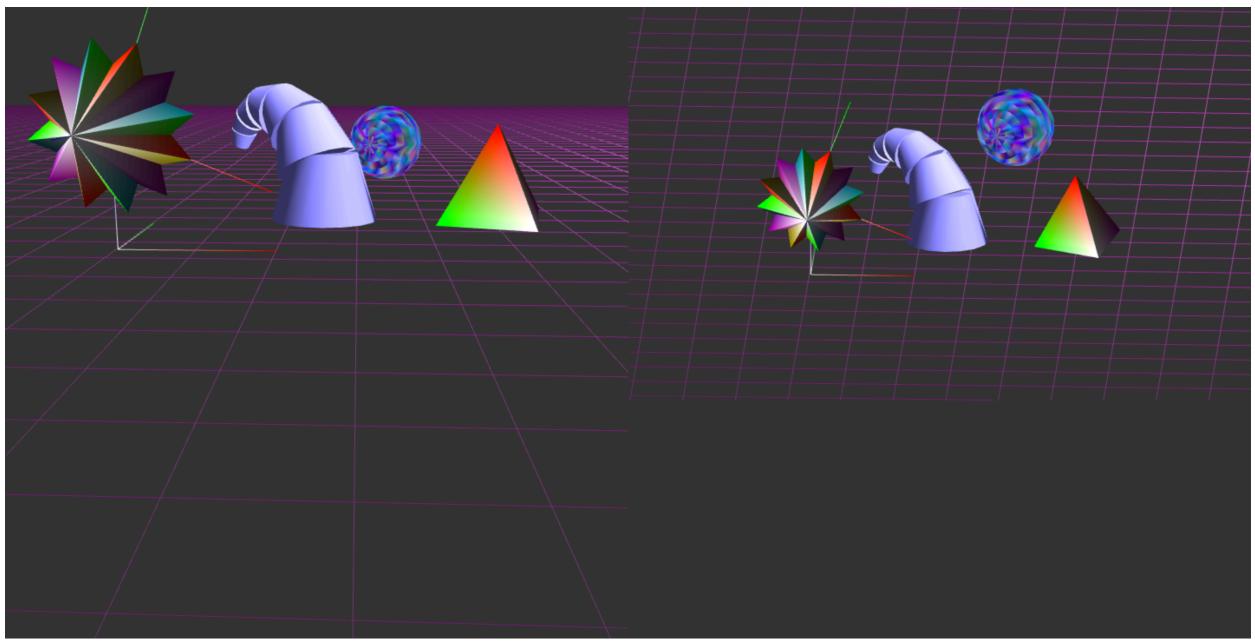


Figure 2

3. If you use the S key, then you will adjust your view angle to look down at those objects. As you can see in the figure 3.



User Guide (Press F1)

Figure 3

4. In my whole project, you can see the elephant nose like stuff with fully functioning diffuse overhead shading.

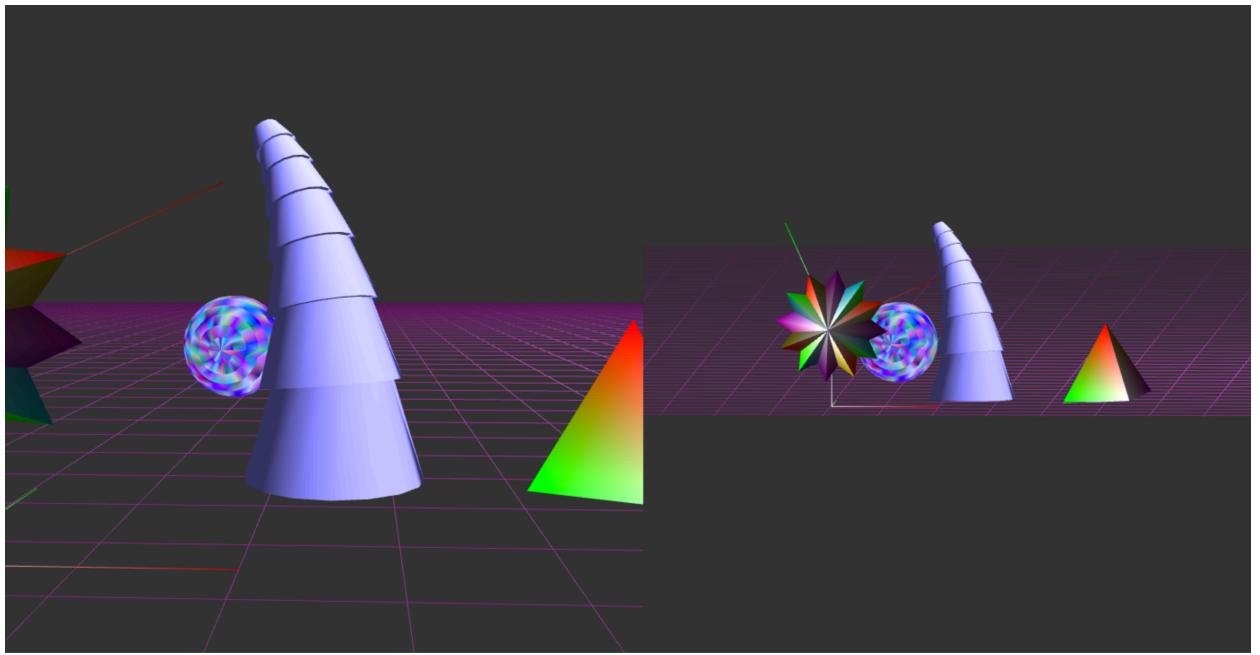


Figure 4

Really appreciated that you could grade this report.