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COMP 4270

Program 1 Report

For program 1 I was able to meet all of the specified criteria. This program was a useful introduction to javascript, HTML and WebGL. While I had some background in HTML, one of the first issues I faced was unfamiliarity with the languages. After playing around with parts of the code and different WebGL functions I was able to understand enough to start working on some of the assignments. This was also my first time using two different languages together for a program and it was interesting to see how they interact with one another. One major issue I encountered was trying to get the r, g b, a values in the HTML file to be altered by the Javascript file. After communicating with some peers I was advised to check a particular section in the text book about uniform variables. After reading this and researching some I learned how to change these variables which was extremely useful for the assignment. I also did not know how to animate using the render function previously however, after watching some examples in class and rewatching the recordings I was able to understand how to use this function along with the setTimeout function to make the animation appear faster or slower. I had also learned about how WebGL displays images using vertices, vectors and built in functions as well as how the display windows and shaders are initialized and set up. I do not believe there are any remaining bugs in my code.