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Computer Graphics I

Report on Program 1

I have completed program one to the best of my ability. The hardest issue I'd say is probably just starting the program in general as I have very limited experience with both HTML and JavaScript. So before doing this assignment I took the liberty of learning about the syntaxes and common applications of both these languages in webgl and in general. I hadn’t even known what the first step means, but I now know that you just make a JavaScript file, move the code into the file, and create a reference to the file within the HTML file. I had also learned that a lot of this assignment deals with processes that are being done in loops. From the animation of our triangle, to the vertices that create it, these programs seem to be far less iterative than others. As graphics needs to be constantly in the loop for games, CAD programs, and any kind of simulation with which graphics is highly prevalent. From testing various values with ranges from five hundred to five thousand as assigned, there isn’t any apparent bugs. When ran the program should animate the triangle such that it starts at the larger size on the right and slowly changes to the smaller one on the left, all while changing color throughout the process. This assignment was hard to start on due to my experience but with the time given, I was able to figure it out eventually.

