

## HW2 Report

This program is available to view online with the following link:

<https://peyton-somerville.github.io/CompGraphicsHW2/index.html>

My first issue was figuring out how to get the points slider to dynamically update the number of points on the gasket. This was able to be solved pretty easily though with the use of “oninput” and “onchange.” Basically on every input or change on the slider, the function `sliderUpdate()` will be called with the current value on the slider. Then I can just use that value in my javascript.

My other issue was with the color picker. When you get the value of the color in the javascript it comes in the form of a hex number, but the way to set colors in webGL is with rgb values. I needed to do some research to figure out how to convert hex to rgb, but it turns out the solution is pretty simple. It just involved parsing the ints and doing some base conversions.

The program is pretty much fully functional except that webGL seems to be picky about what colors can be used. It will always work when the color has one of the rgb values as 0, but if for example the rgb color was (155, 124, 178), then for some reason the color would not show on screen. But the color (155, 124, 0) would work fine. I do not think this is a bug, but more of an issue with webGL. So if you just pick a color from the sides or the corner of the color picker, then it should work well.