



WEEK 4

MANUAL FOR WEEK 4



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1.home.html:

This is the home page of week 4 assignment. This consists of two references, one for texture.html and other for interactive texture.html. In this assignment usage of textures, environmental mappings and bumps has been implemented.

Texture.html:

This html file consists of html code to execute the spheres with the rotation action and the TextureLoader function has been used to give texture and envMap has been used to give environmental mappings with a bump to the spheres. Four different textures are given to the spheres which are visible alternatively.

Interactive Texture.html:

This html file consists of html code which constructs a rotating cube in the centre of the page and a separate canvas on the right side such that when a user draws something on the right corner cube the action is reflected on the cube as it's texture, giving an user's own texture for an object.