



WEEK 2

MANUAL FOR WEEK 2



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1. home.html

- The file "1. home.html" consists of html code with the implementation of WebGL to perform 3D transformation, i.e. rotation on the cube.
- The file has a link to "Geometry.html" such that when "click here for 3D transformations on other geometrical shapes " is clicked it prompts to the geometry.html file.

2.Geometry.html

- The file "Geometry.html" consists of html code with the implementation of three.js to perform transformation on geometrical shapes like Box, Circle, Cylinder, Icosahedron, Octahedron, Plane, Ring, Sphere, Torus, Torus Knot Geometry; which can be selected from the drop-down box of the controls.
- The code when right clicked on the object and drag it to translate the position of the object.
- The code when clicked and drag on the object to rotate it.
- The code when scrolled up to scale down the object.
- The code when scrolled down to scale up the object.