

A thick dark blue vertical bar is positioned on the left side of the page. To its right, several thin, curved lines in shades of blue and grey sweep upwards from the bottom left corner.

WEEK 2

REPORT ON WEEK 2

PRANITHA KEERTHI

01719717

- In this week assignment, I made use of both WebGL and 3js.
- The first home page was developed in WebGL which made me learn about the development of an object in 3D using the vertex shader, fragment shader, and program.
- This helped me learn how GPU can be used with the help of CPU to develop 3D graphics.
- The 3D transformations on geometrical shapes was implemented using 3js. 3js consists of inbuilt functionalities for different types of object which is easy to implement to perform 3D operations on the object.
- This project brought me closer with the concepts of 3js. As submitted, I have implemented 3js for different geometrical shapes to perform 3D transformations, so this can be further extended to develop the view of the 3D objects. This made me get confidence in implementing the further required aspects of the project.