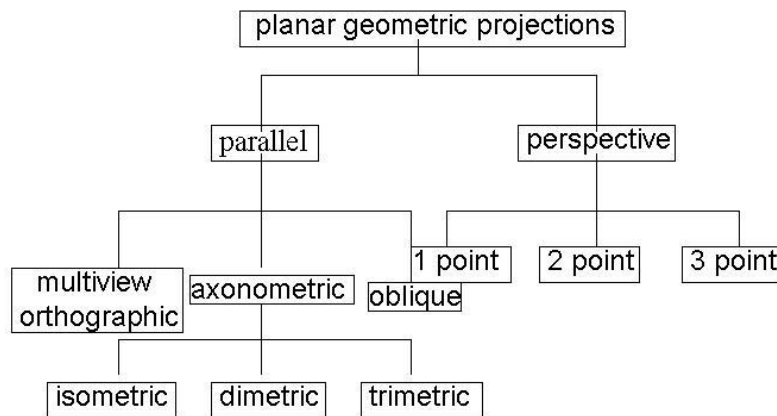1st week: I create the 2D model of the object (House). Also, add the control table for the 2D model. You can see the 2D control table on the left

2nd week: I build 3D model of the house. then Create texture for the surface mapping onto the object to become a house. Create 3D control table on the left side.

3rd week: generate projections basing on the picture below:

```
                    planar geometric projections
                    |                         |
                 parallel                 perspective
          |         |        |         |        |        |
      multiview  axonometric oblique  1 point  2 point  3 point
     orthographic
          |         |        |
      isometric  dimetric  trimetric
```

I have to start a new page, otherwise the main.html page would be too messy.
So I put a projection button on the top. If you click it, it will lead you to the new page.

4th week, I add control on the camera and light source.
Also, I add 2 buttons on the top of the main page. Although I had controllers of light and camera on the 2nd update, those controller were primitive. After I read the tutorial, I can put more control on them.

I use jQuery and Three.js to simplify my code. The code about drag the image use mouse is from the tutorial.