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: 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.

5th week. Because I think I don't have controls on the first camera, so I create the second camera which can change the distance between the camera and house.
I also redraw the color of the house to make it seems lighter.
Besides that, I put more control on the vanishing points.
The new buttons i add on this time is: "Camera2" and "vanishing points"