A04a – Parallel projections

This assignment (start from file `index.html`) requires you to create a parallel projection matrix (with a halfwidth of w=40, 16/9 aspect ratio, near plane at n=1 and far plane at f=101), in file `parallel.js`. By pressing and dragging the mouse over the window, you can rotate the parallel view: if everything is correct, you should see an X-Wing starship in the middle of the screen which can be seen from different angles by dragging the mouse. Dragging the mouse creates different parallel views, where the projection rays and planes are oriented in arbitrary ways with respect to the main axis of the object.

In this exercise you are not allowed to use any library function to create a parallel projection matrix: you can either implement your own function, or create your matrix externally, and then copy and paste its values in the Javascript file.