Scott Gordon

2/25/21

COMP 5460

Assignment Two Report

The purpose of this paper is to show the issues faced, lessons learned, and any remaining bugs in my assignment Two, as well as list any extra effort that was put into the assignment past the requirements.

Getting started on this assignment was simple, just taking the code from part one and adding some necessary html elements so that I can start such as the input boxes for RGB values and changing the slider that I had (number of points rather than speed of the animation form the extra credit I did for part one).

My main struggle with this assignment was getting the display and animate buttons to function how I wanted them to, I still wish I could have made it a little more user friendly, but I believe I completed all the requirements for this assignment. The way I did this for the display was like the last assignment where I had the vertex and fragment shaders account for the variables and use “gl.drawArrays” at the end of the process. In the animate portion, I have the ‘onclick’ function be the ‘render’ function, and call ‘render’ within it. I tried to get my program to cancel the animation when I pressed the ‘Display’ button using a Boolean for the animation, but I could not get this to function properly.

Getting the color selection to work properly was relatively simple, I chose the three RGB value inputs for simplicity because I can just use those three values directly. The only concern is all three boxes need input for it to work, there is no assumed ‘0’ if you do not provide the input. If you choose animate, then enter a color and display, the animation will continue but instead of changing the colors, it will use the selected color.

The status display was also a simple part, just needed to edit the text field for each action. Those were the major things I had to deal with to complete this assignment. Below is a screenshot of the program running in case it is needed.

