INB381 – Interaction

Download workshop5.zip

Extract the files and folders, as you will modify them to complete this week's workshop.

Exercise 1 – Square.html/js

1. Add the "mousedown" event listener to the existing code that will create a square where the mouse is clicked.

    You will need to use: addEventListener, gl.bindBuffer, gl. bufferSubData
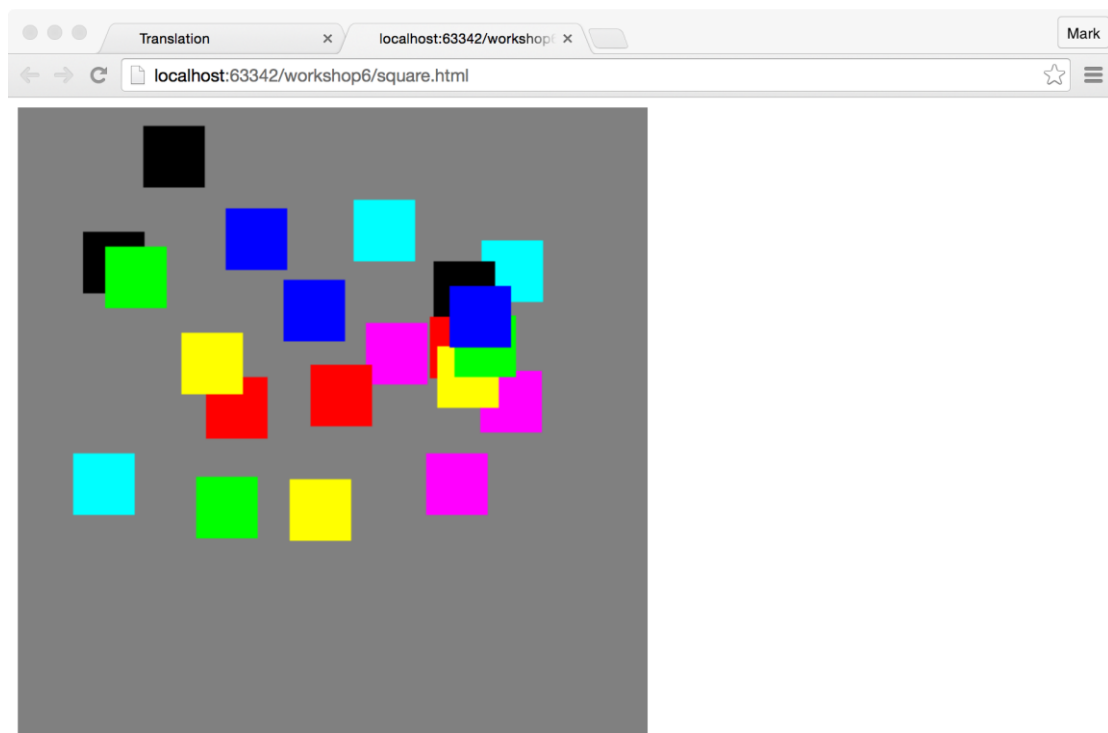2. Increase the size of the square created.

Figure 1. Example output

Exercise 2 – Translation.html/js

1. Add the translation function to the existing code. When the x or y slider is moved the square will move in the appropriate direction.

   It may help to look at: http://api.jqueryui.com/slider/#event-slide

2. Time permitted:

   1) Add a button that when clicked will animate the square moving it from left to right. When the square reaches the min/max canvas values change the direction.

   2) Add another square moving in parallel with the first square
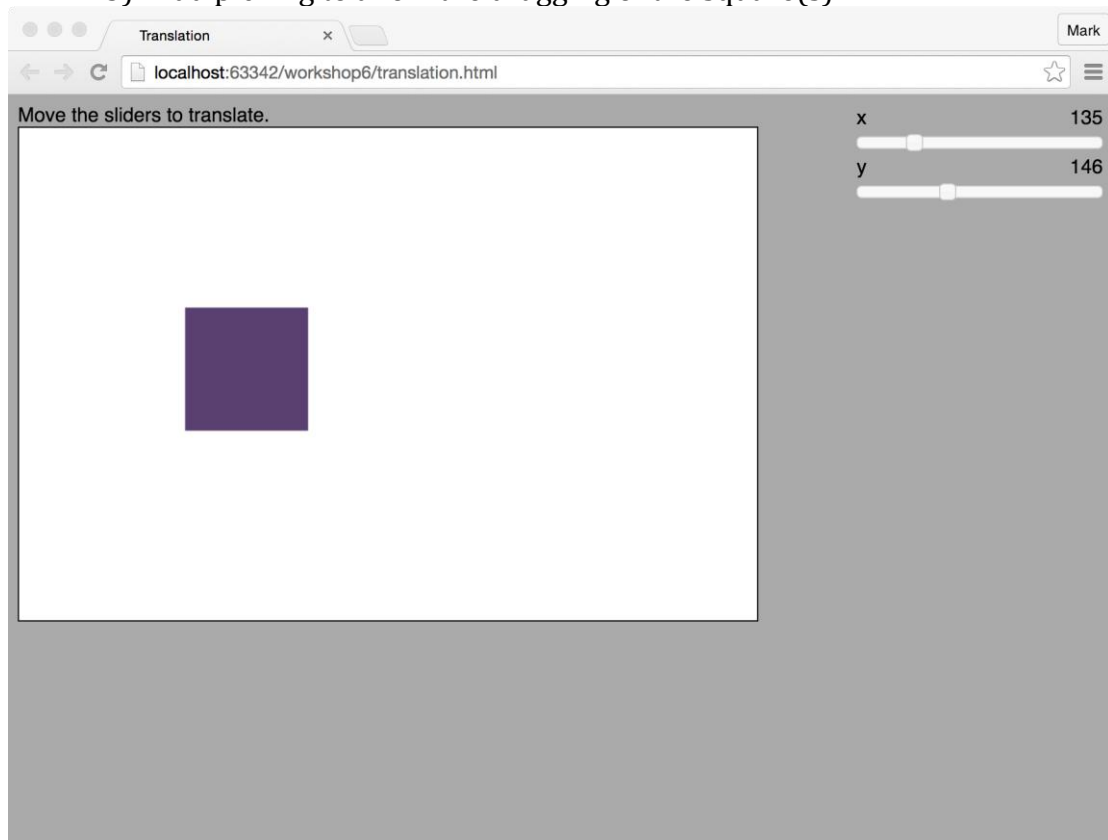
   3) Add picking to allow the dragging of the square(s)

Figure 2. Output for task 1.