**Report on Programming Assignment 4**

**Computer Graphics I**

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**About the code:**

This program uses the line conditions of two 3D space directions to calculate the midpoint between them, and then it displays the camera at each of these locations.

The program initially used the default symmetrical projection provided by ortho.js, but there were indications that this projection was inflexible and not practical for the program's purposes. To address this issue, the programmer experimented with perspective projection instead.

Perspective projection offers a useful feature in which the size of the rendered figure changes in proportion to the camera's distance from it. As the camera moves closer to the figure, it appears larger, and as it moves further away, it appears smaller. This feature was found to be beneficial and practical for the program's needs.

**Issues Faced:**

As I’m a newbie to this Java Script, faced multiple error issues and also faced issues during styling such as color coding. But surfing online helped me to improve my knowledge in this language.

**Topics Explored:**

1.In depth about Java script.

2.The main lesson I took away from working on this application was how we really create the camera and its range of view in 3D, which are important elements in creating computer games.