# CS405 ASSIGNMENT 2 REPORT

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## Introduction

The files downloaded contained the code for a “Red Box” that is rendered via WebGL. When I examined the code, I saw that the script tags were used it the html file. The first one was there to import an external file named “redbox.js” (and this file was also provided with the assignment). Then, I started reading further into each code.

### Redbox.js

The code here consists of a simple JavaScript constant string, describing a shader in GLSL.

### HTML Script

The second script in the main HTML file is a little more complicated, as it contains a function and nearly 100 lines of code. However, I found a possible mistake in the code, although not a fatal one. The code contains a function named “InitWebGL”, but this function is never called in anywhere in neither of the files. I searched the internet, trying to find if this is a function that is called from a library or a default one, like the “main” function in C++ or other languages. Unfortunately, I could not find any useful data on it.

The remaining part of the code is very well documented in comment lines, and self-explanatory. As such, there is no need for repetition of it in here.

## The Task

precision mediump float;

void main() {

  gl\_FragColor = vec4(1.0, 0.0, 0.0, 1.0);

}

In this code, the colors are given as “Red, Green, Blue” order in “vec4” function with the last one being opacity. These data are stored as floats.

I only needed to change red value to 0.0 and the blue value to 1.0. The changes are below.

precision mediump float;

void main() {

  gl\_FragColor = vec4(0.0, 0.0, 1.0, 1.0);

}

After that, the previously red box becomes blue.

ekran görüntüsü, yazılım, multimedya yazılımı, işletim sistemi içeren bir resim

Açıklama otomatik olarak oluşturuldu

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