CM20219

Viewing and analysing 3d models using webgl

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2018

1 **Draw a simple cube**

2 **Draw coordinate system axes**

3 **Rotate the cube**

4 **Different render modes**

5 **Translate the camera**

6 **Orbit the camera**

7 **Texture mapping**

8  **Load a mesh model from .obj**

9  **Rotate the mesh, render it in different modes**

10  **Be creative – do something cool!**