**COMP410- COMPUTER GRAPHICS TERM PROJECT**

**Project Report**

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# Introduction

In this project, I created a shooting game with WebGL. While you are continuosly moving in a tunnel, you are shooting some objects which the gun is tracked by tracking.js

So, let’s remember the project specifications in the proposal:

- Continuous game-play with a tuple with Three.js.

- Character creation with Maya

- Object Tracking with tracking.js

- Real-physics simulation with ammo.js

# WebGL Program Structure

1. Create a canvas element.

2. Obtain a drawing context for the canvas.

3. Initialize the viewport.

4. Create one or more buffers containing the data to be rendered (typically vertices).

5. Create one or more matrices to define the transformation from vertex buffers to screen space.

6. Create one or more shaders to implement the drawing algorithm.

7. Initialize the shaders with parameters.

8. Draw

## But I am Working With Three.JS

Three.js is a JS library that allows us to extensive usage of WebGL. To actually be able to display anything with three.js, we need three things: A scene, a camera, and a renderer so we can render the scene with the camera