



Manual Computer Graphics – 3D Rendering

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Week 1:

Open the index.html file that will show you 3 2D Renderings of an object (a house in this case) which have been designed keeping a 3D model in mind for future renderings.

Week 2:

Open the cube.html file that will show you a 3D rendering of a sphere in a cube made using WebGL and three.js . This week my main motive was to learn WebGL as I picked it out to be my library for my project.

Week 3:

Open the 3D_chirag.html file. Use the mouse to see the various transformations applied such as press mouse button to rotate. Use the mouse scroller to scale and also change the camera angle. This week my main motive was to create 3D object from given 2D coordinates which has successfully been implemented and also create multiple views and camera angles.

Note: Do not download to view the files as they require a server call for the same. If you wish to download please start a local server and then view the files.