## Report for Project 2

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### Task 1:

Added Texture clamping to edges and linear filtering to allow for texture images that are not power of 2 to work. The reason that images that are not power of 2 don’t work normally in WebGL is that they can’t me mapped to S,T coordinates but with clamping the parts that are not fitting are clamped to the edges to fit.

### Task 2:

For the second task there were multiple steps that I followed.

1. I added the Uniform and attribute locations that were not added from the vertex shader and fragment shader. I also created a buffer for normal.
2. I then bound the buffer and added the buffer data for normal.
3. I then updated the vertex attribute pointer to understand how the array (buffer) worked and how the data is formatted.
4. I then fixed the enable lighting and set ambient light functions according to the way that showTexture function was implemented.
5. Lastly, I added light calculation in the fragment shader. I did this by getting all the values and normalizing them and applying the formula.