Assignment 05: WebGL

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The purpose of this assignment was to gain familiarity with the WebGL flavor of OpenGL.

I used ex06 as a starting place, and heavily relied on the following sites for code samples:

> - https://developer.mozilla.org/en-US/docs/Web/WebGL

As such, I make use of the canvasmatrix.js library.

To Run

The open_page.sh script runs the following:

```
chromium-browser --allow-file-access-from-files ass05.html
```

If your chromium is called something else, you'll need to adjust for your environment.

OR

Just open ass05.html in Firefox.

Both browsers were tested, FireFox seems to run better, chromium seems to look better (colors are more vivid, may be completely in my mind).

Notes

- Fully lit (no specular) and textured, with normals built as well.
- Rotate the view with the mouse button, or via the Animate Box button
- Cause the light to orbit with the Animate Light button
- The first frame that gets displayed usually wont have textures loaded yet, as they are lazy loaded. Once the textures are loaded, they should be drawn properly.

Other Comments

- Perhaps its a result of the "friendliness" of javascript, but I was very much able to get a better grasp of how the ArrayBuffer system works after doing this assignment. Theres less overhead than with C.

- Leagues easier to debug WebGL, even with shaders. Firefox proved to provide extremely helpful console messages, which was a nice contrast to things just segfaulting in the past.

- Theres no easy way to draw axes.