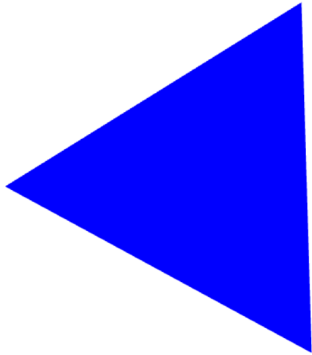


## **Lab 07**

In this lab we will create a WebGL application with interaction.



Toggle Rotation On-Off

Edit the given code `Lab07RotTriColor.html` and `Lab07RotTriColor.js` (note that the textbook code, `rotatingSquare2.html` and `rotatingSquare2.js` will be helpful to review as well):

- 1 – Define the vertices for a triangle, with initial color blue.
- 2 – Add one button to toggle rotation.
- 3 – Modify your code so that pressing 1 on the keyboard will toggle rotation, pressing 2 will change the color to red, and pressing 3 will change the color to green. As part of this, you will add a uniform variable (type `4fv`) for the color variable, to send it to the shader.