

Lab 10

Here we continue to explore the vertices and underlying structures used to define a 3D Cube, and now we will add color interpolation to the WebGL application. The textbook provided application, `cube.html` and `cube.js` will be helpful references.

1. Run `Lab10ColorCube.html`
2. Modify the code so that each vertex has a different color and so the color on a face is interpolated.
3. Swap some colors, maybe white and cyan.
4. Add a button to toggle the rotation.
5. Add axes which follow the cube.