

### **Lab 08**

So far, we have defined our objects using Clip coordinates,  $(-1, -1)$  to  $(1, 1)$ . In this lab we will explore mapping vertices from Object coordinates to Clip coordinates.

The shaders and web-page are fairly straightforward, so `Lab08Click.html` will not need to be updated, unless you want to change the colors.

Modify the code so that it renders a point wherever the mouse is clicked. You can use the functions we derived in class to map Window coordinates to Clip coordinates.

Once this is working, update the code so the button toggling whether to save the points is functional.