

Final Project

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1. Camera Class.
Implement the walk around my scene.
The control of camera is the same as midterm project, as in class.
2. Mymain()
Initial the web
3. setUpWebGL()
create the gpuProgram.
Call the drawLoop function
Implement the lighting
4. drawLoop()
Call the drawModel function
5. drawModel()
draw a model at one time.
6. makeModelTexture
7. makeModelBuffers

Directory:

Js: all js files

Model: json files

Shaders: vertex shader source code and fragment shader source code

Texture: jpg files