

Project A: Swimming shark and under-water grass

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User guide

The goal of this project is to create two distinct moving shapes that would react to user input. Users can see a swimming shark that moves from left to right continuously and a strange under-water grass that swings under the canvas. Users can drag the mouse across the canvas to rotate the objects and examine the details from different angles of the objects. Users can also use "WASD" keys or arrow keys to move the shark around, moving up with W/upper arrow key, down with S/down arrow key, left with A/left arrow key and right with D/right arrow key. The user can also click on the canvas to change the color of the shark tail.

Result

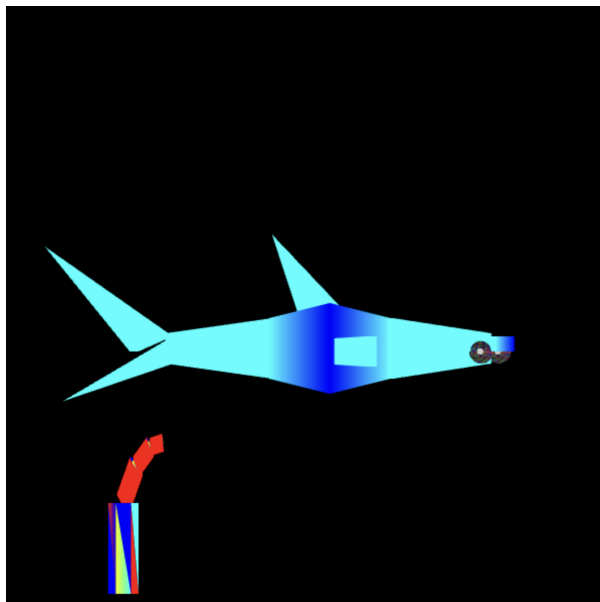


Figure a

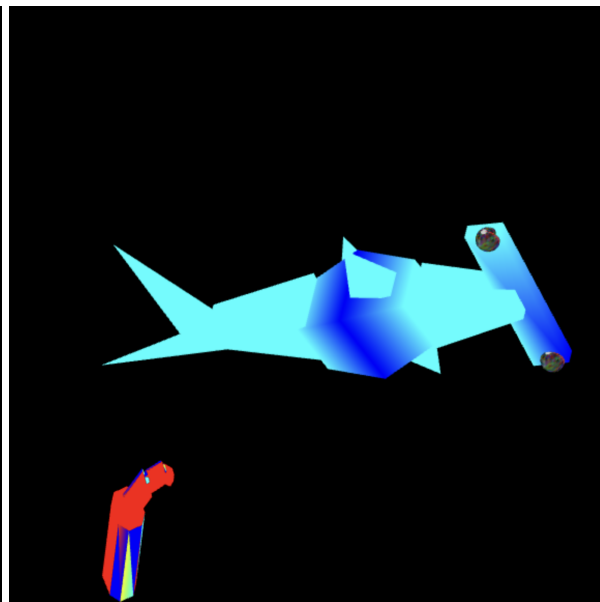


Figure b

The figure shows the result of opening the html file for the first time. And the figure b shows the result of dragging the mouse on screen and turning the objects to a different angle.

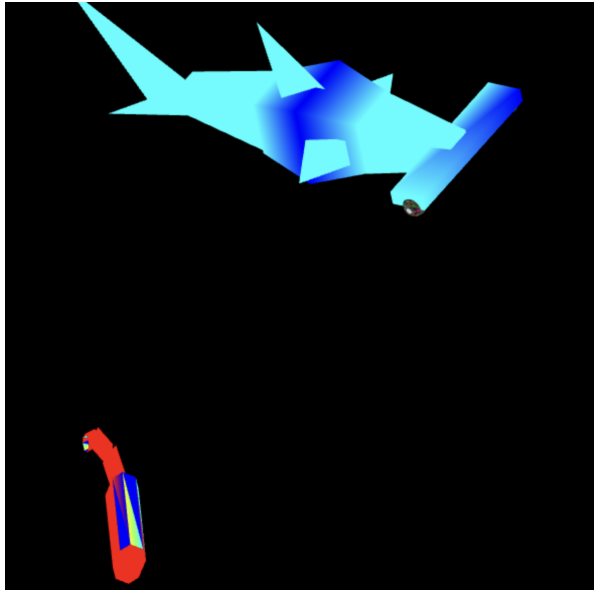


Figure c

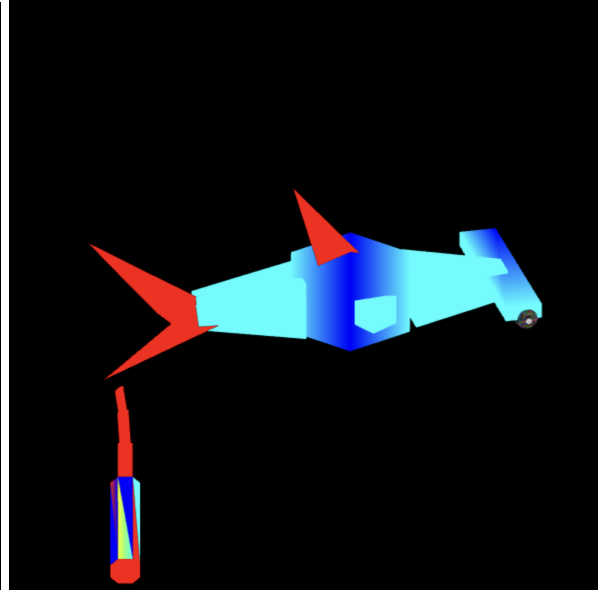


Figure d

Figure c shows dragging results after using “W” and “S” keys to move around the shake. And figure d shows the color change of the shark after users clicking the canvas.

Below is the scene graph:

