Programming assignment 3 (30 pts.)

Computer Graphics CSC 461/561

This is the major design project of this class.

Your task is to put together different aspects of WebGL programming we studied in this course.

1. Design a scene with one or two objects.
2. Use transformations to position the objects in the scene.
3. Set up the camera.
4. Apply the textures of your choice.
5. Set up the lights of at least two different types.
6. Use the key and/or mouse control to animate the scene.

Choose the library you would like to use (SpiderGL, Three.js, or others).

Submit your program along with the screen shots to Blackboard by Monday April 10, 11:59 pm.

You will present your project in class on April 15.

The graduate students may perform this work complemented with some research and more comprehensive results as the term projects. They will also be presented in class on the following week.