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CMPS-4213

Estimated time: 3 hours

I enjoyed doing the second graphics assignment. I felt that doing example 1 code in class covered enough about matrices and transformations to allow me to solve the rain scenery on my own, which was a fun process of problem-solving and trial and error. Because I had followed along in class when we did example 1 code, the first thing I did was figure out how to keep the raindrops in their same randomly selected x position. I made an array to store x positions of raindrops and used a for loop to declare the values of the x coordinate of the raindrops using getdelta(). This allowed me to have my raindrops consistently in the same x position as I transformed their y position using the render button. The next thing I did was make sure the y transformation would always make the raindrops go down, and do this automatically. I did this by adding a raindrop speed array which I also declared random values in the same for loop that was used for the x positions array. I made the function recursive to have the rain fall automatically. The next thing I did was make the raindrops rotate as they fall and be of different sizes. This process was the same as making the array for the x position and the raindrop speed. With this, now my raindrops rotate, falling and are different sizes. I added a conditional to make the raindrops respawn above when they went out of the screen. To make the snowflakes, I just rendered 4 additional squares on top of the current raindrops at different angles to give the rain a spikey look, which resembles snowflakes.

My extensions to the assignment are rotating squares as they fall and making snowflakes.

Sources: Google for how to sleep in JavaScript

Part 1 of Assignment

Render ?

Part 2 of Assignment

Render ?

Part 3 of Assignment