

## CSCI 431 Project Eight A Free Choice Project

### Objectives:

1. Apply knowledges learned in this semester
2. Write a program from scratch

### Problem Description:

Write an WebGL program follows the following instructions.

### Step by Step Instructions:

1. Create a folder named CSCI431ProjectEight. Create YourInitialProj8.html, YourInitialProj8.js, save them in the folder, and copy over three files located in Common folder (namely, webgl-utils.js, initShaders.js, and MV.js).
2. In YourInitialProj8.html, the following four files shall be linked appropriately: YourInitialProj8.js, webgl-utils.js, initShaders.js, and MV.js. You need to use the functions in webgl-utils.js, initShaders.js, and MV.js.
3. You have the following three choices for this project
  - a. Your program need to contain at least one composited object which can move around the screen with control of either arrow keys or sliders (60%). The light source effects (15%) and the texture effects (15%) are required. The view angles may be able to change (10%). OR
  - b. You do problem 10 on page 469 of your textbook. OR
  - c. You do problem 11 on page 469 of your textbook.
4. You may follow some examples online. However, this assignment is a safe assignment. If your file matches 50% or more to any existing resource (online or your classmate's), your grade will be 0. So please run safe assignment check before you turn in.
5. Your need to submit two files (YourInitialProj8.html and YourInitialProj8.js) and one description that tells me what your project will do. If you can submit a video link to show how your project runs, that will be perfect (10% extra credit to this project).

### Due Date:

Will be announce on blackboard.