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## **Project B**

### Goals:

The goal of this assignment was to understand how to use the different camera views to control the view as well as how to use overhead shading. I had trouble with the camera movements, and I wasn't able to understand the shading.

### Help:

### User-guide:

Here is a quick guide on how to navigate this webpage.

- Use the W-A-S-D keyboard keys to turn the camera left, right, up, and down from the same position.
- Use the arrow keys on the keyboard to move the camera left, right, forward and backward while looking toward the same direction.
- Click and drag using the mouse to move the nunchuck.
- Click the canvas to pause the animation.
- Press the Z-X keys on the keyboard to change the joint angles of the nunchuck.

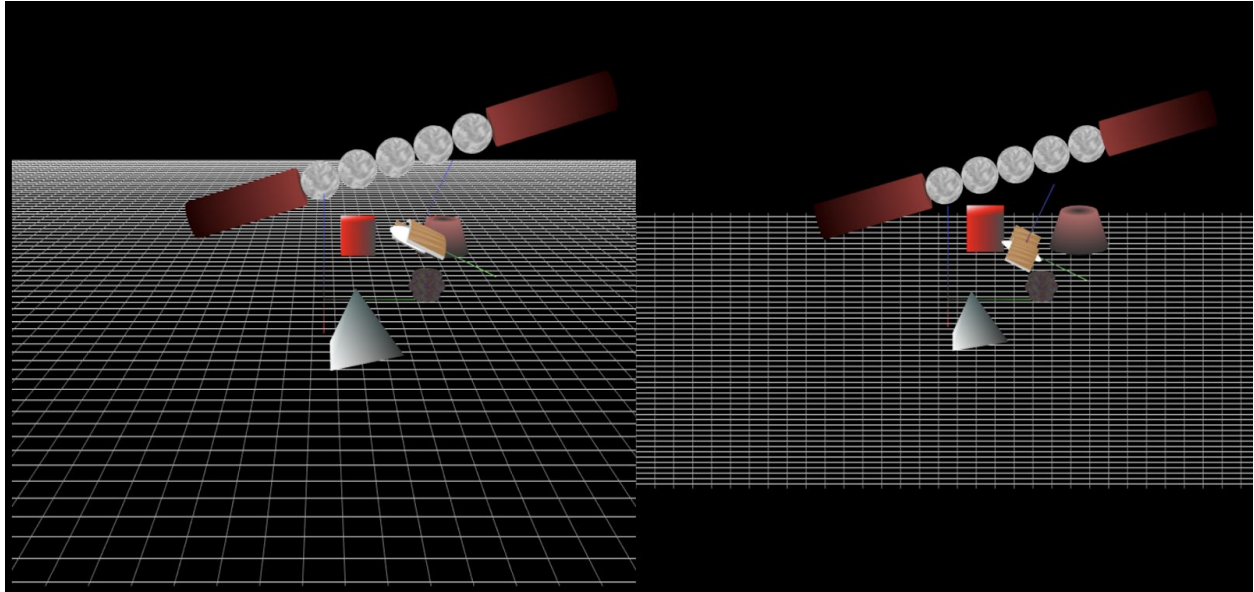


Fig 1: Side by side view of perspective and orthographic views.

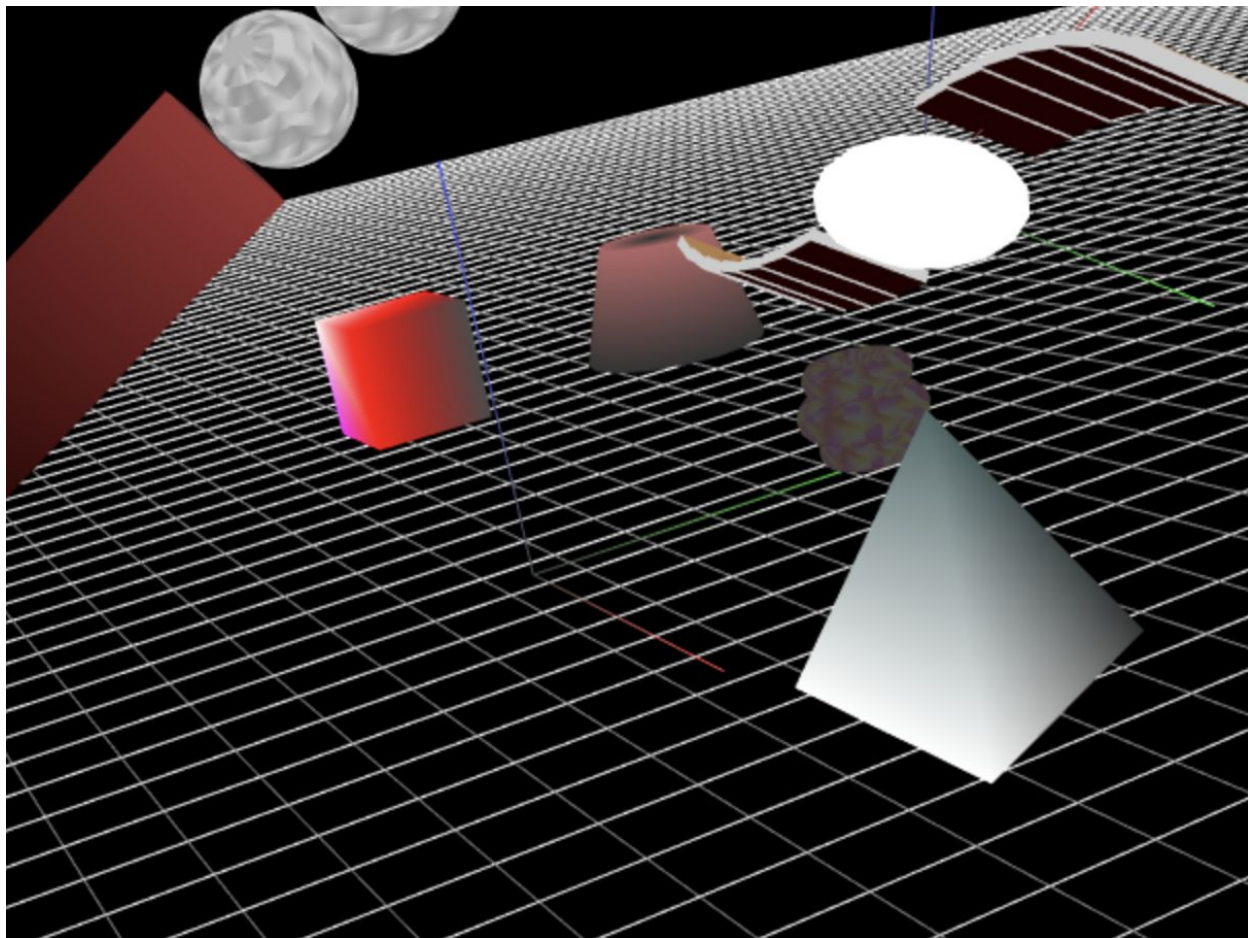


Fig 2: A close up of the all the shapes after zooming in and turning.

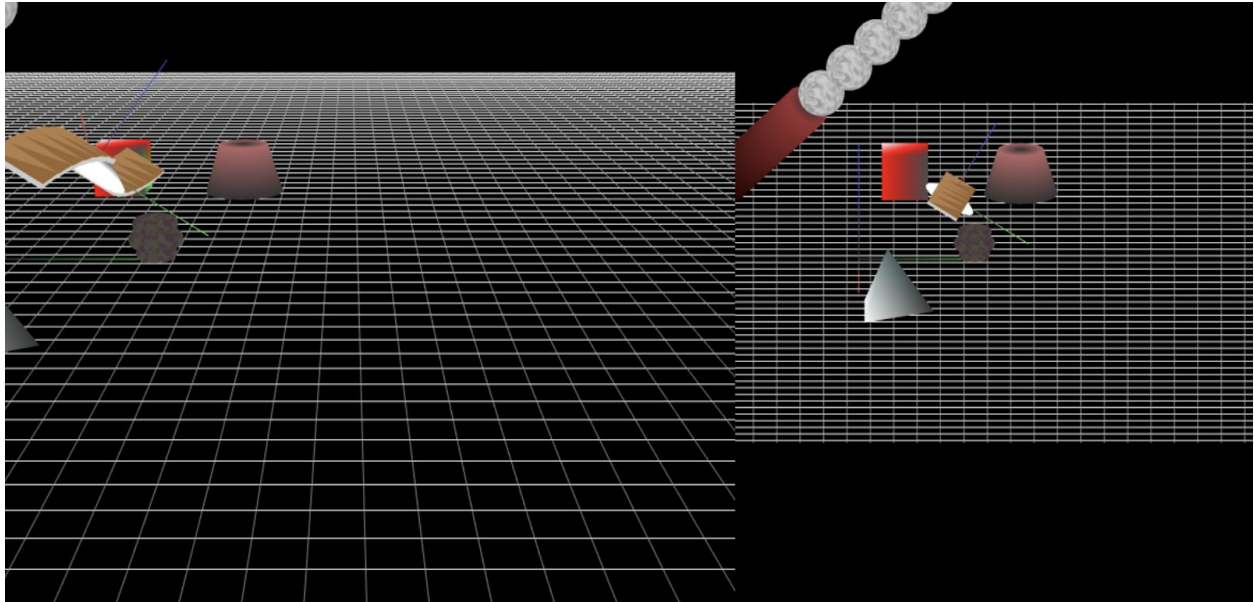


Fig 3: Side by side of perspective and orthographic after moving camera to the left.

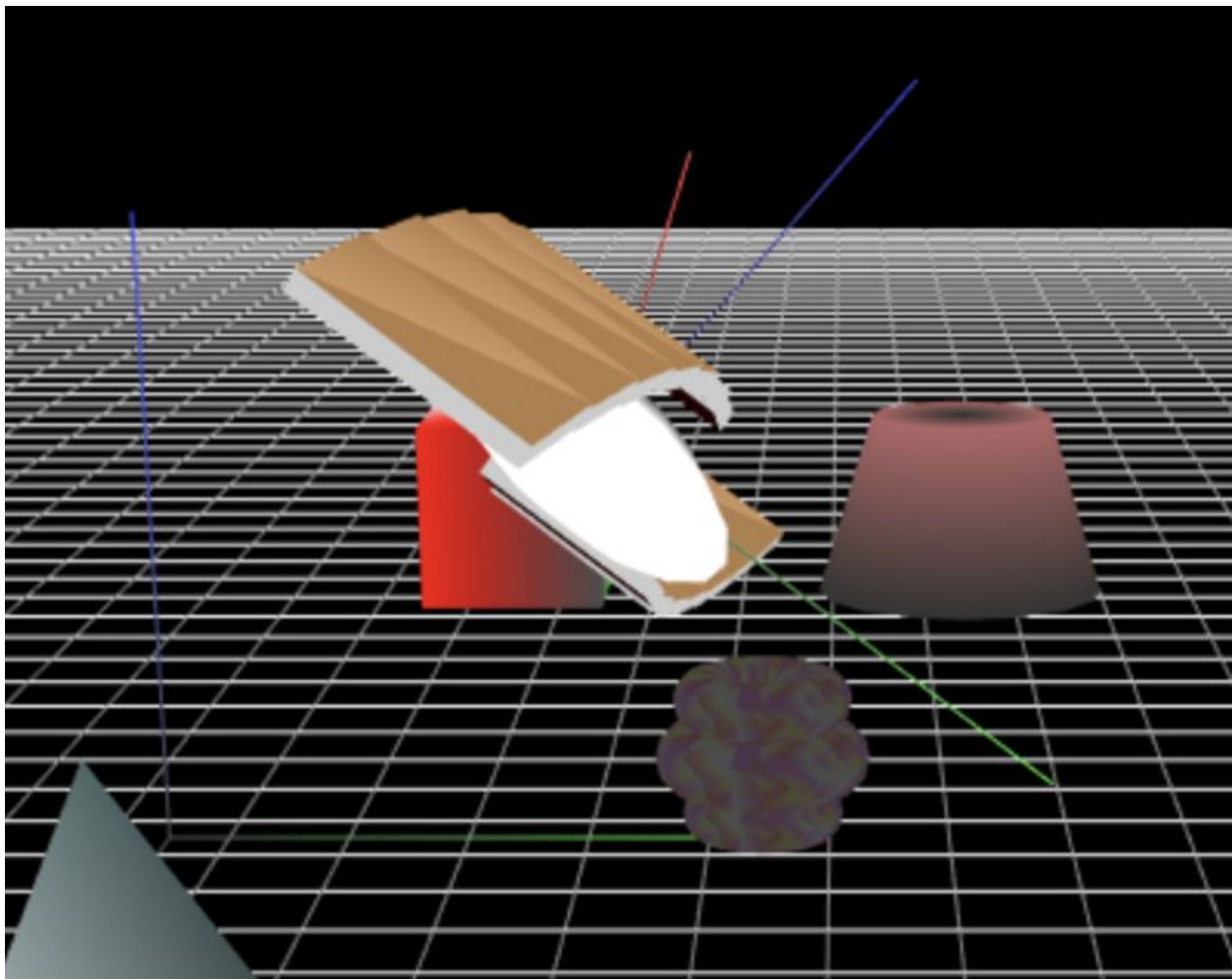


Fig 4: Close up of the watch and the tri-colored axes on the grid and watch.

