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Computer Graphics

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Program 4 Report

The main lesson I learned from this assignment was scaling the given vertices from the pdf to between -1 and 1 for WebGL. Other things such as input values and changing the colors was simple and have had previous experience doing it. There were a couple of issues I faced. First issue I faced was converting the points. The first couple times I converted the points, it wouldn’t show a house. But then I finally got the correct points to make the house. Viewing the added 2 surfaces was also an issue because I couldn’t confirm if those two surfaces had a color. Another issue I had was getting the animation to work. The values being inputted were being fine. The issue was with the UniformMatrix4fv line. This is the error I got: “parameter 1 is not of type 'WebGLUniformLocation'”. I also don’t know how I would implement the circle path to project the view as well. I created the function for circle same as line but don’t know how to implement the radius as a vec3. Using parametric equation was also something I wasn’t able to do. That is the current bug in the program. I also used ortho2.html and ortho2.js as my sample code.