

**Note: Recommend using the chrome browser to test my weekly project. Because I find that the IE browser can not support the API( WebGL) I use and keeps prompting up errors, can not show my weekly project correctly.**

1. Modeling: draw three 2D “elevation”, and apply 2D transformation(did in week1)

All of the following is what I did in week2:

2. Transform object: apply 3D (Translate/Rotate/Scale/SHear) transformations to the created object.
3. Viewing: view your created object from multiple views.
4. Transform camera/viewer
5. Generate different projections of the objects (refer to class discussions about different projections)
6. Edit/Change perspective projection vanishing points (1, 2, 3).
7. Create texture for the object. (I draw the image first, then put the image on each side of the 3D Object)