Wen Liang(Wen_Liang@student.uml.edu)

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 the errors of the library that I import, and can not show my weekly project correctly.

1. Button "parallel " and " perspective " corresponding to the different parallel projection and different perspective projection. And button "Animation" corresponding the animation of my 3D dream house. Button "additional camera" corresponding the additional view point of the viewer/camera, under which you could slide the slides to change the "cameraAngle" and "cameraHeight".

2. After click each button, you could choose different Textures (House1, House2) in "Texture" option field. And choose different image processing "Filter" in the option field.

3. After click the "parallel" button, you could choose different "parallel view" in "parallel view" field; and after click the "perspective" button, you could choose different "perspective view" in "perspective view" field. And choose different Texture in "Texture" option field, choose different image processing "Filter" in the option field. Then slide the slide to see the transformation and change of the view point/camera angle and the shininess of the light, as well as construct arbitrary combination of the red, green, blue light etc.