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Note: Recommend using the chrome browser to test my 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 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 clicking each button, you could choose different **Textures (House1, House2)** in “**Texture**” option field. And choose different image processing **Filter** in “**Filter**” option field.
3. After clicking the “parallel” button, you could choose different “parallel view” in “**parallel view**” field; and after clicking 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 “**Filter**” 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.