## CISC 3620 Asignment 1

Here is the link to Angels webgl chap2.

http://www.cs.unm.edu/~angel/WebGL/7E/02/

You are to implement gasket4 (see gasket4.js, gasket4.html) Yourself. Change the depth of recursion to 5 or so and change the colors. Everything you need is there (some is in Common, like initShaders and webglutils)

http://www.cs.unm.edu/~angel/WebGL/7E/

You should submit to me a complete program (as attached files in email) with all the  $\ensuremath{\mathsf{I}}$ 

files it needs:

Any javascripts (including Angels- like initShaders) and the HTML