**Assignment5: Projection**

**Due: Week 8**

Create picture using projection. You will need to introduce the concept of a **projection matrix**, which is simply a matrix that we will multiply by each of our vertices' locations. For projections, you will need to generate a projection matrix. The 'cuon-matrix.js' library provided to you has a function that does this for you. Your job is to then pass that matrix as a uniform to the shader. Once it's in the shader, you simply multiply all of your points by the matrix before you use them. There are many examples of how to do this in the Matsuda/Lea textbook.

Some example picture is:

