

Due: 12/2 (11:59PM)

Requirements:

- Write a WebGL program that meets the following requirements. Name your source code `hw6.html` and `hw6.js`.
 - The program builds on `Polyhedron_GUI.js` (see Fig. 1).
 - See the accompanying video. Your program should basically look and work like the one in the video.
 - Add a checkbox `light?` which, if checked, smoothly rotates light on top of the currently selected object using y-roll (see video).
 - If unchecked, the light stops rotating and stays right where it is now until it's checked again (see video).
 - All other GUI menu items should work the same as before (see video).

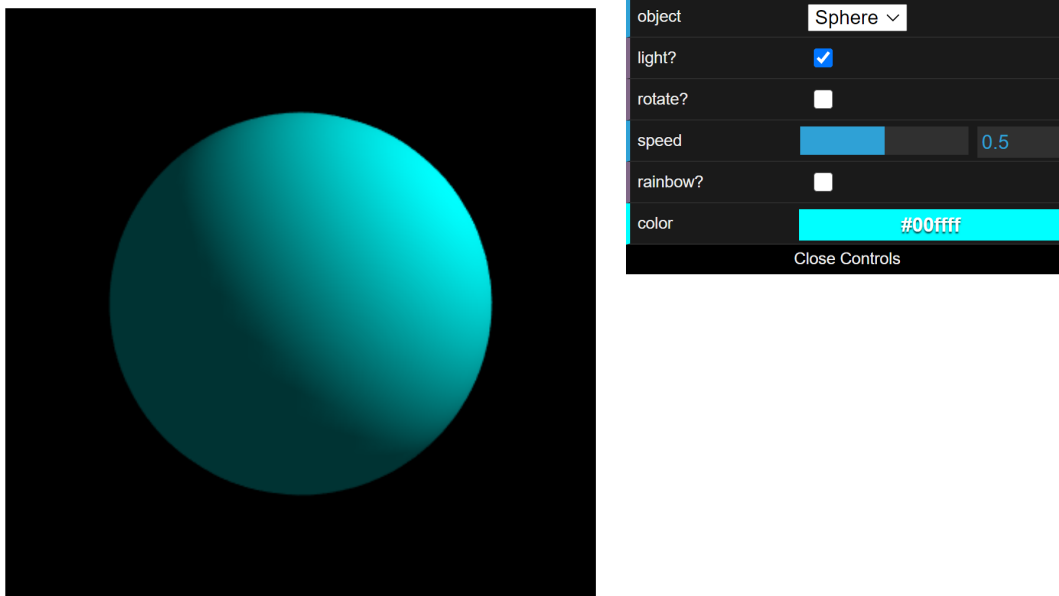


Figure 1: Rotating Light

What to submit:

- Submit all your **source files (.html, .js)** that are needed for compilation, including **library files/folders**. *Missing library files/folders will lead to point deduction.*
- Make sure your **library folder/files** are in the right location relative to your main program (.html), such that when your main program (.html) is clicked as is, it should run without problem.

How to submit:

- Use Canvas Assignment Submission system to submit your source files.
- Make sure to zip all your files/folders into `hw6.zip`, then submit your `hw6.zip` as a single file.

Policy

- Do all the assignments on *Chrome Development Tools* using HTML, JavaScript, and GLSL ES.
- At the top of each source file, provide comments specifying the author, date, and a brief description of the file.
- Source code must contain enough comments here and there to make it easy enough to follow. Insufficient comments could lead to point deduction.
- Incomplete program will get almost no credit (e.g., program does not run due to compile errors or program terminates prematurely due to run-time errors).
- *Thou shall not covet thy neighbor's code.* If identical (or nearly identical) submissions are found among students, every student involved will get automatic zero for the assignment. The same goes for copying existing code from online source.
- If a student makes multiple submissions, only the last submission will be considered valid.