

Due: 10/11 (11:59PM)

Requirements:

- Write a WebGL program that creates symmetric sine wave animation. Name your source code `hw3.html` and `hw3.js`. The program should meet the following requirements:
 - Set the title of the program to “hw3” (must appear as such on title bar).
 - Modify `wave.js` (m3.zip) so that the sine wave would be symmetric across y-axis (left half and right half are like twins but moving in the opposite directions), as shown in Fig. 1.
 - Also see the accompanying video. Your mission is to reproduce the program shown in the video.

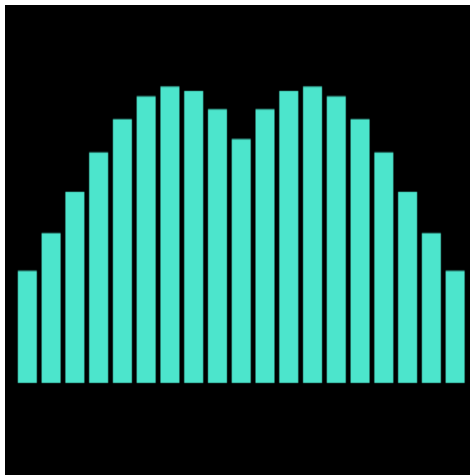


Figure 1: Symmetric sine wave

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 `hw3.zip`, then submit your `hw3.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.