

Documentation

[WebGL: 3D Fox]

Jiayi Pu

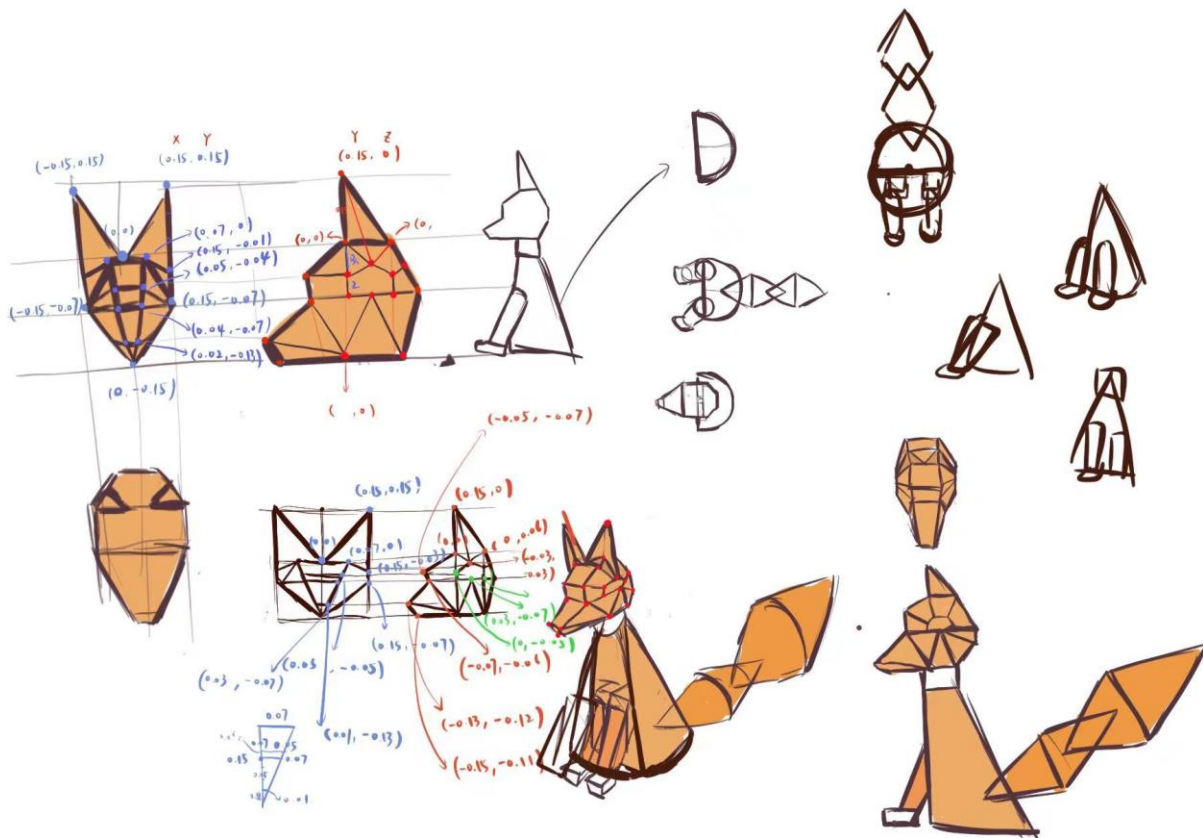
More information (video) at <https://u.osu.edu/pu.127/webgl/>

I created the cube, cone, cylinder, fox head in 3D to make a fox.

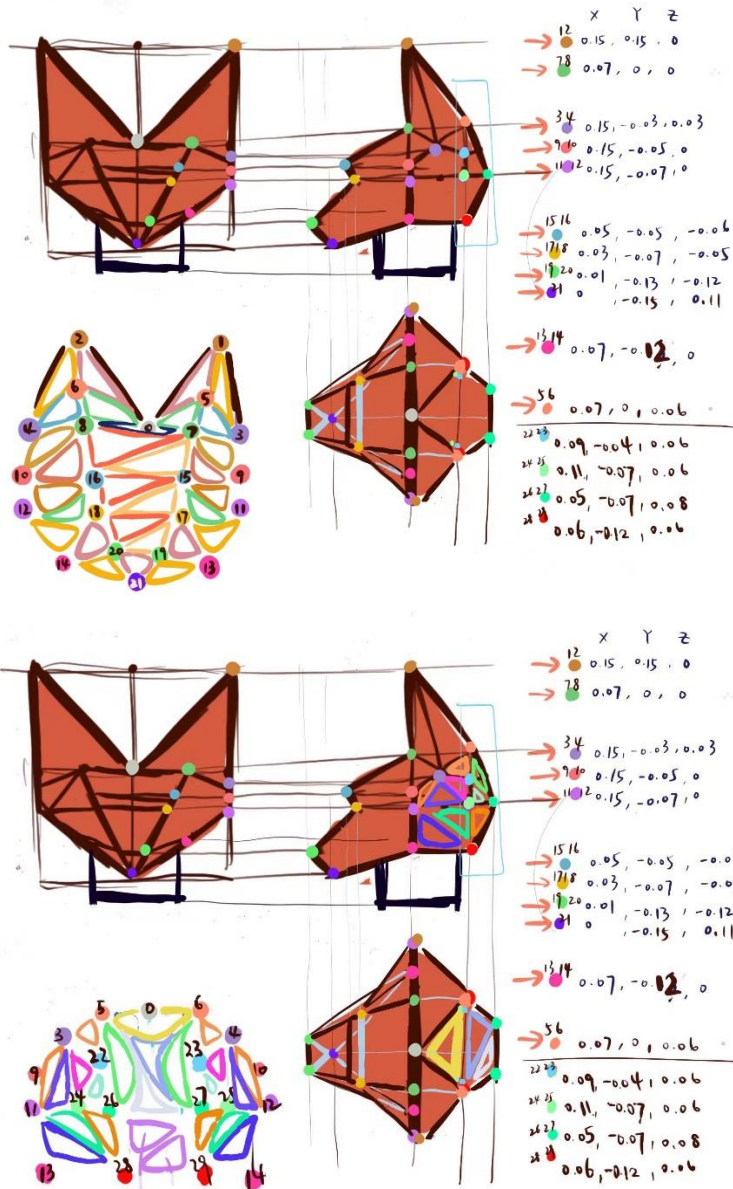
By draft of fox head design in procreate, I draw fox head in 3D.

Following is the original idea of head:

* Draft has some little changes with real 3D Fox design in webGL.



Then I design indices for front and back of head by three-view drawing.



3D Fox function:

- Change scale, position of fox
- Hierarch structure
- Change draw mode (faces, lines, points)
- Redraw
- Apply phong shader (ambient+diffuse+specular/only ambient/only diffuse)
- Apply toon shader
- Have functions in 2D
- Light can move
- Camera can move/ up/ tilt