1.Home.html:

This is the Home Page of the Project, you have 2 options here,

1) perspective view

2) orthographic view

3)`light source view

Click on any one of them to see what they will do.

Perspective view: This work has the cube world from the previous assignment in perspective view with point lights installed. I kept the background as black so that it will be colorful. By moving the mouse from one corner to the other corner you can actually see that the camera moves in x and y directions as if a real person is the camera. that is the whole point of perspective camera you see the graphics as if you are seeing them in real life.

Orthographic view: This is different from perspective view, in my work you can see that even changing the camera position with respect to x and y by moving the mouse the size of the cubes remains the same. You don't see the cubes as how a real person does but in fact you see them in an isometric view.

Light source view: This work changes cube's perspective based on the direction of the light falling on it, i.e., the cube can be visible if its facing the direction of the light with it's shadow behind it or else if it is facing the opposite direction of the light the cube goes dark.