

1) From this work, I gained the perspective on how to develop 3-Dimensional objects which is not easy to implement like 2-dimesnional objects.

I understood that A 3-d object is formed by elevating multiple 2-d objects. From this knowledge i gained, i feel i can implement 3-Dimensional objects in the upcoming weeks of the project as creating the elevations of that object made me know where the vertices are and how to transform it into the vertices of a 3d object.

2) I am going to develop my project using web-gl, i am going to create any 3-dimesnional object and will perform different transformations on it like rotate, shear, move etc. I hope at the end of this project i will be able to create a scene with motion 3d objects.