HTML Lab Assignment: WebGL

1/04/2023

In the lecture, we have learned two simple webGL examples from the following online document:

Getting started with WebGL:

https://developer.mozilla.org/en-US/docs/Web/API/WebGL_API/Tutorial/Getting_started_with_WebGL

Adding 2D content to a WebGL context:

https://developer.mozilla.org/en-US/docs/Web/API/WebGL_API/Tutorial/Adding_2D_content_to_a_WebGL_context

Each source code is provided at the bottom of that page.

Please download the source code of "Adding 2D content to a WebGL context" and run it on the code editor Atom (or whatever editor you preferred) to see the result.
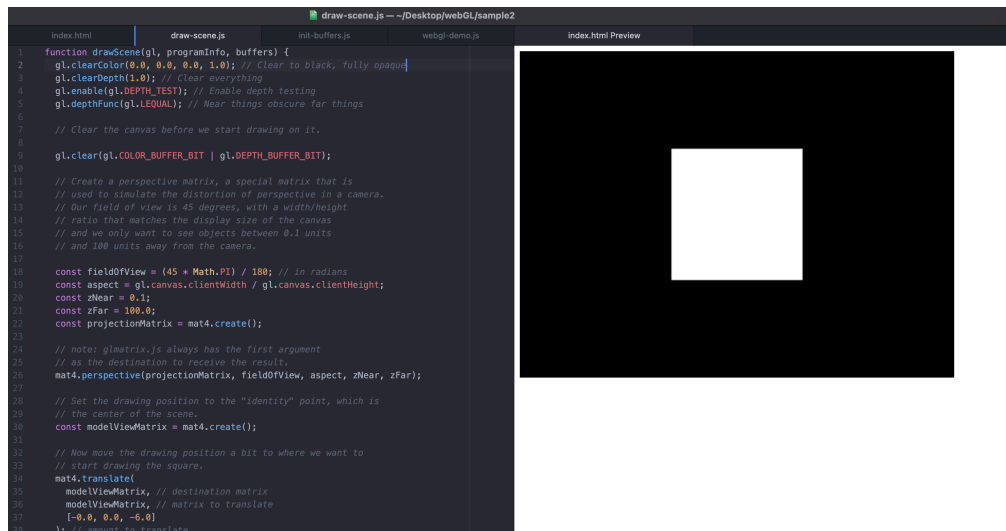
The result should look like the one on the right panel. There is a white square shown in the middle and the background is black.

A simple Task:

Please modify your code as the picture shown below.

The webGL canvas now has a gray background; The white square is divided into two triangles (use gl.TRIANGLES instead of gl.TRIANGLE_STRIP) and turn the color in red. Move the triangles to left top corner.