**Task 1**

The goal of Task 1 is to change the setTexture method so that it can work with images whose sizes are not powers of two. To do this I need to set minification filter to gl.LINEAR and texture wrapping to gl.CLAMP\_TO\_EDGE. These changes make sure that textures of non standard sizes are treated properly, giving me more options for textures with out having to worry about specific size limits. You can see all steps in project2.js

A red and green leafy ball

Description automatically generated

**Task 2**

In Task 2, I will be adding basic lighting to the scene. This will include both ambient and diffuse light. For this job, I need to change methods like setMesh, draw, enableLighting, and setAmbientLight to control lighting settings and normals as well as fragment shader to figure out light effects. The design makes sure that the scene shows both soft effects of ambient light and the linear effects of diffuse light, which makes it look more real. You can see all steps in project2.js

A close up of a sphere

Description automatically generated

A red and green leaves on a black background

Description automatically generated