

Final Project Progress Report 11/16/2017  
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I have spent the time since the last report trying to figure out how to get the rotation to work. I had trouble finding anything relevant from Google searches, so I waited for Professor Franklin to come back so I could ask him some questions.

My program is going to have a lot of rotations, and vertices have to rotate separately from other vertices, so I was confused how to do that in the vertex shader with the matrices I had there. We decided it might be easiest if I do the rotations in the javascript file instead of the vertex shader, since I don't need to worry about speed of my program, at least not to that level. I can use the `bufferSubData` function to update parts of the array when I change them. Professor Franklin also suggested that I make each of the cubes into full cubes with 8 vertices, since right now I only have the visible vertices of the cube. That will be the first task to complete, followed by figuring out the rotation. Some things I want to keep an eye out for is if rotation of the entire cube in the vertex shader is compatible with the other rotations I am doing, and if I need to deal with axes of rotation with my rotating sections. I don't think I'll need to translate the axis or any points to get the rotation to work but I'm not sure yet.

I haven't been able to code much since I needed to talk to Professor Franklin, which I did last Monday, and I've had two tests since then (it's Thursday). I want to make a lot of progress this weekend, or at least realize that I'm stuck so that I can ask questions next Monday if I need to. The due date for the project video is coming up and it's worrying me that I haven't been able to get an important part of my project working yet.