

Assignment#2 Q1 ReadMe

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Operating System: Mac OS 10.10.5

Browser: Firefox 40.0.3 / Chrome 45.0 / Safari 8.0.8

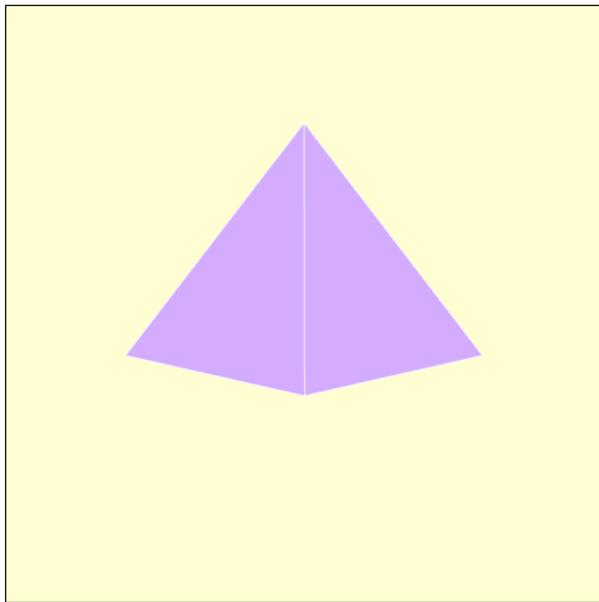
Special Issues: Add Invalid input correction

Q1 a) Tedrahedron.js / primitives_tetrahedron.html

- I. Input:
 - None

- II. Screenshot

Q1 478/578 Tetrahedron, ws362



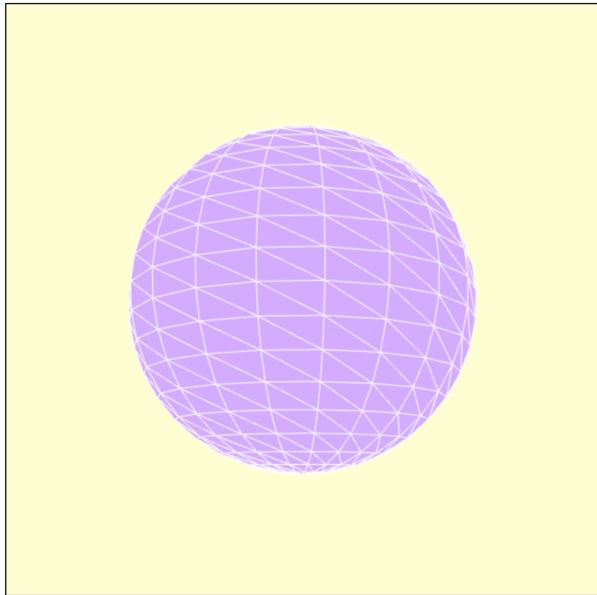
Q1 b1) 478/578 Sphere_latlong.js + primitives_sphere_latlong.html

- I. Input:
 - Azimuth: 20
 - Elevation: 20
 - Sphere Style: Crystal/ Normal
- II. Screenshot

Number of Divisions For Azimuth:

Number of Divisions For Elevation:

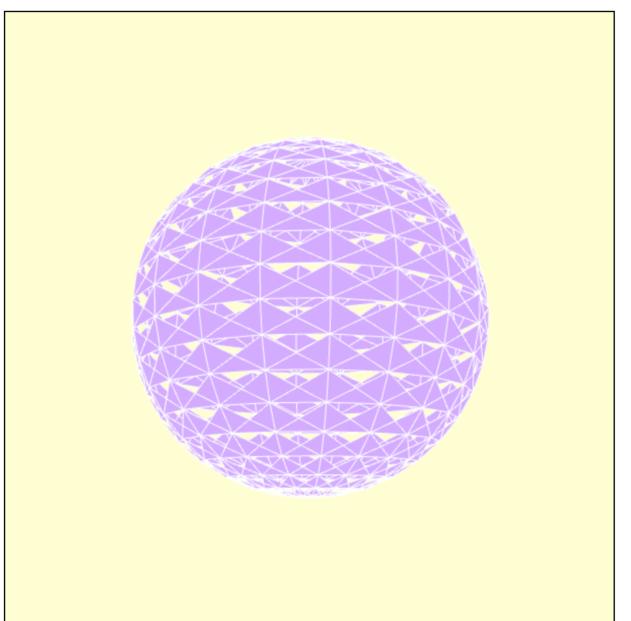
Choose Normal/Crystal Effect:



Number of Divisions For Azimuth:

Number of Divisions For Elevation:

Choose Normal/Crystal Effect:

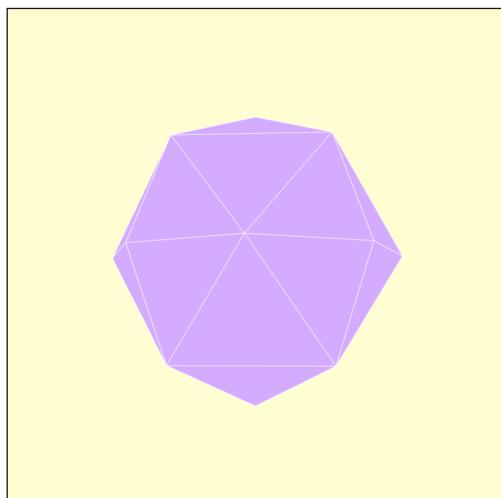


Q1 b2) 478/578 Sphere_subd.js + primitives_sphere_subd.html

- I. Input:
 - Number of Division: 1 - 7
- II. Screenshot

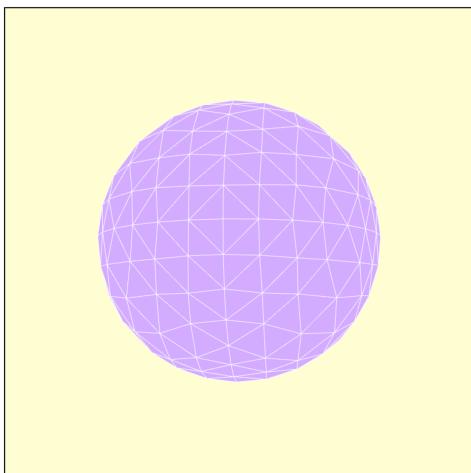
Q1 478/578 Sphere SUBD, ws362

Number of Divisions: 2



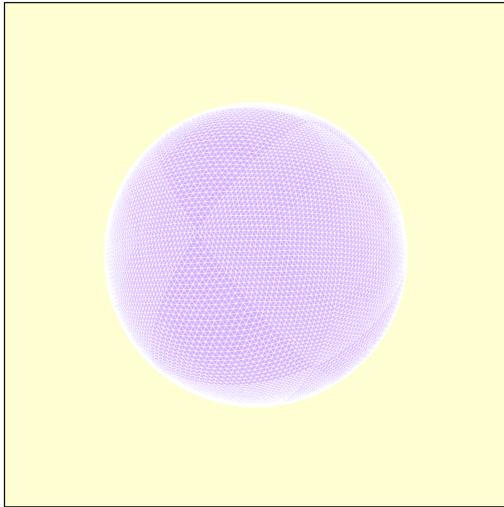
Q1 478/578 Sphere SUBD, ws362

Number of Divisions: 4



Q1 478/578 Sphere SUBD, ws362

Number of Divisions: 7

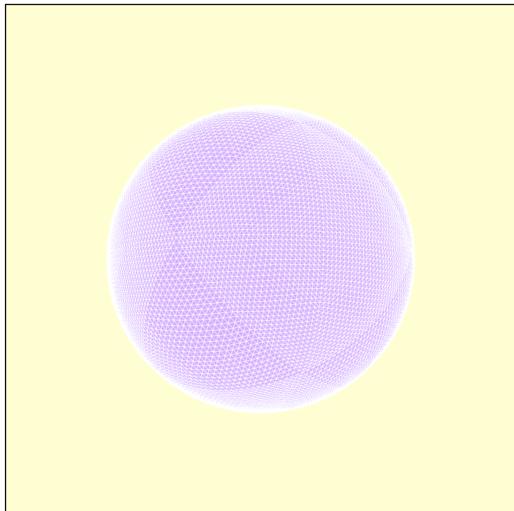


* Bad Input: N > 8, it will automatically corrects the input to 7

Q1 478/578 Sphere SUBD, ws362

Number of Divisions: 7

The work load may break down the browser, bettern under 7!



Q1 c) 578 torus.js + primitives_torus.html

I. Input:

- Azimuth: 20
- Elevation: 20

II. Screenshot

Q1 478/578 Torus, ws362

Number of Divisions For Azimuth:

Number of Divisions For Elevation:

