Irakli Grigolia

CS4731: Project3\_Part 1

Documentation:

Project3.html:

Contains a web page including vertex and fragment shader and is responsible for what user sees on the screen.

Project3.js

Contains JavaScript code that is responsible for the rendering of the page. Also includes buffers, viewports, object animations, keystrokes.

mesh.js

Contains JavaScript code that is responsible for making the objects. (cube, sphere).

create.js

Contains JavaScript code that is responsible for the object’s appearance on the screen. Draws objects and connects them with lines.

Press ‘p’ to increase spotlight. Press ‘i’ to decrease spotlight. Press ‘m’ for goraud shading and press ‘n’ for flat shading.