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**CS4731: Project2**

**Documentation:**

This program allows you to upload and view ".ply " meshes. We can use keyboard controls to rotate and translate the model around the environment and toggle additional features such as the mesh pulsing animation.

Controls:

'X' Translate wireframe in the positive x direction

'C' Translate wireframe in the negative x direction

'Y' Translate wireframe in the positive y direction

'U' Translate wireframe in the negative y direction

'Z' Translate wireframe in the positive z direction

'A' Translate wireframe in the negative z direction

'R' Rotate wireframe in an X-roll about its CURRENT position

'B': Toggle pulsing meshes ON/OFF.

Project2.js contains all JavaScript code. (Functions that handles keypresses, rendering, file upload, rotation, translation, pulsing, newel method)

Project2.html contains all html code. (Starting page, vertex and fragment shader)