

## REPORT FOR WEEK 2

I accomplished the following tasks in the week 2:

1. I implemented 3D objects using WebGL and three.js
2. I used WebGL first for making my foundations strong. It helped me in making an object(cube) in 3D using the vertex shader, fragment shader.
3. Going on, I further tried making an object(cube) using three.js. Initially only rotation is implemented on the cube.
4. Then, I implemented transformations like scale, rotate and shear on lines in three.js.
5. This will help in the future part of the assignment to implement views on 3D objects.