1. **Do & Not do:**

Do: All the requirements and all extra credit.

Not do: None.

1. **Environment:**

Window 8.1

1. **Platform:**

Chrome

1. **Browser:**

Chromium 40.0.2177.0 (64-bit)

1. **Instructions:**
2. **Requirement 1:**

Done.

1. **Requirement 2:**

Done.

1. **Requirement 3:**

Done.

1. **Requirement 4:**

I haved created a variable named “modelMatrixUV” to transform the uv values on each vertex so that I can control the texture shrinking, rotating or scrolling by passing different “modelMatrixUV” into vertex shader.

1. **Requirement 5:**

Create two texture entries: myTexture1 and myTexture2 for cube1 and cube2 respectively.

1. **Requirement 6:**

Done.

1. **Requirement 7:**

Using the navigation system done in assignment 2;

1. **Extra Credit1:**

Taking use of the time interval value (getElapsedTime) between frames, I controlled the start and stop of rotation by pressing the key ”r”;

1. **Extra Credit2:**

Press the key ‘t’ to start and stop the rotation of the texture maps.

1. **Extra Credit3:**

Press the key ‘s’ to start and stop the scrolling of the texture maps.