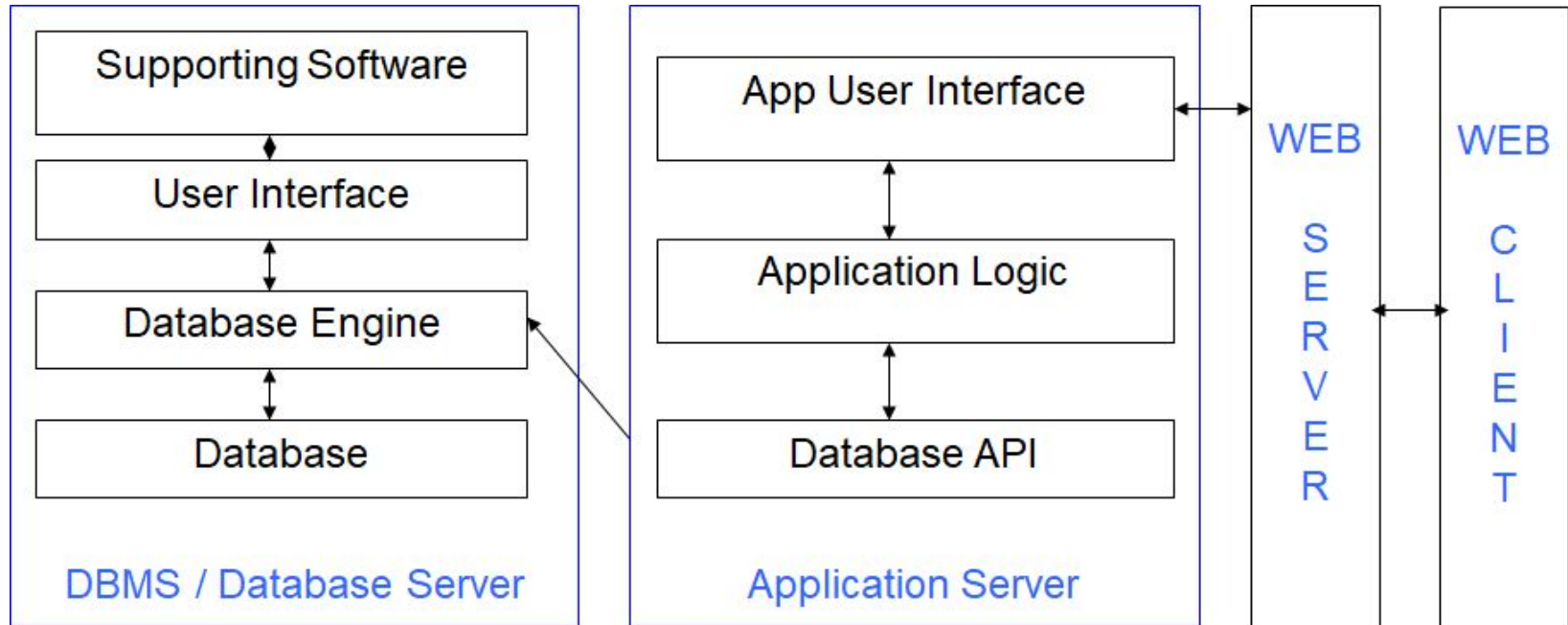




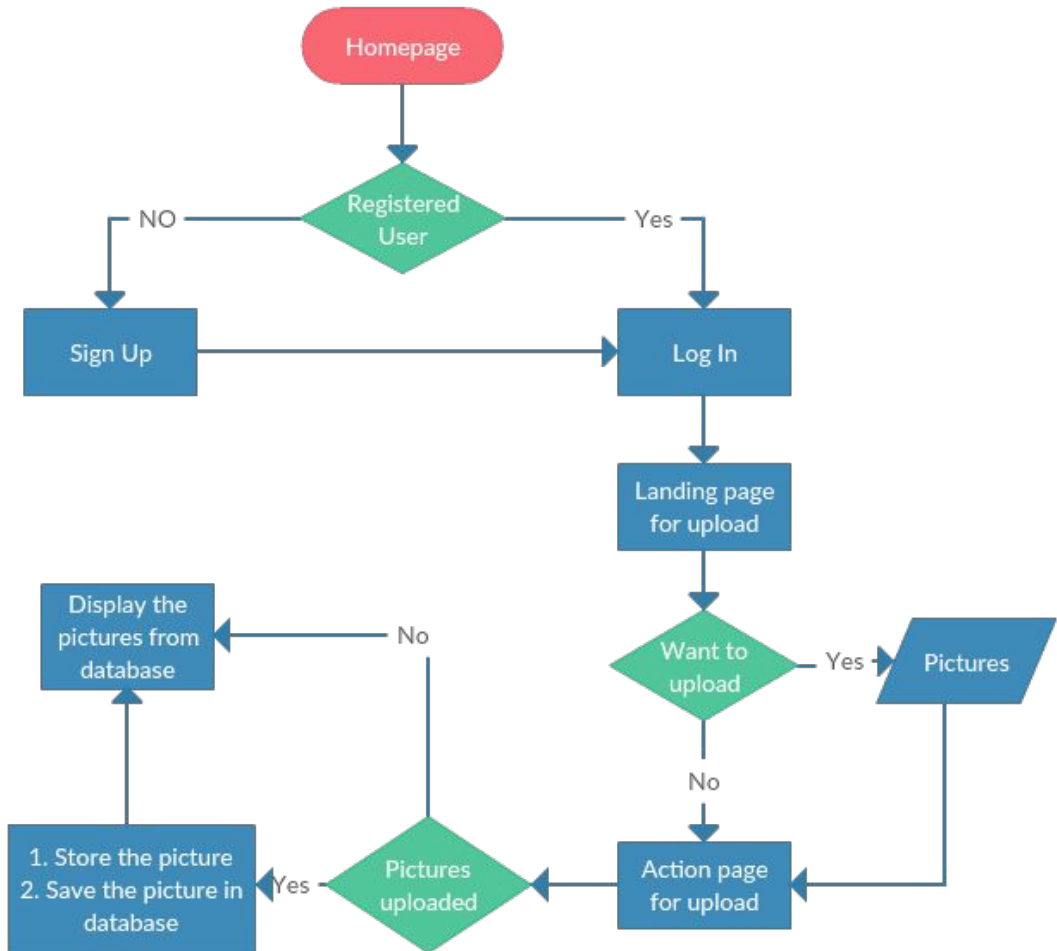
WebGL Drag & Drop Texture Mapping

Xiaofeng Qu & Bryce Hendricks

Diagrams of System Design



Diagrams of System Design





Implementation Tools

- ❑ HTML
- ❑ CSS
- ❑ JavaScript
- ❑ jQuery
- ❑ jQuery Ajax
- ❑ BootStrap
- ❑ PHP
- ❑ MySQL
- ❑ WebGL



Issues Encountered

- Uploading user images and storing images information in database
- How to drag and drop into the canvas
- How to apply user texture to a WebGL shape
- Generating spheres in WebGL



Conclusions

1. We created a 4-tier web application using PHP and MySQL.
2. Functions including register, login, upload and save textures, and applying textures to an animated 3D WebGL cubic.