# Project Manual
## Computer Graphics I, Spring 2018
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This project is implemented in HTML/CSS and Javascript. It does NOT require any sort of build, compilation or installation.

It does, however, require a web browser which supports WebGL. (**Most browsers will be able to render and display the web page without any problem**.)

WebGL support can be checked in this link: https://caniuse.com/#feat=webgl
The webpage displays a basic cube with with side ratio 1:1:1.25. Image texture is used which is viewable from both sides.
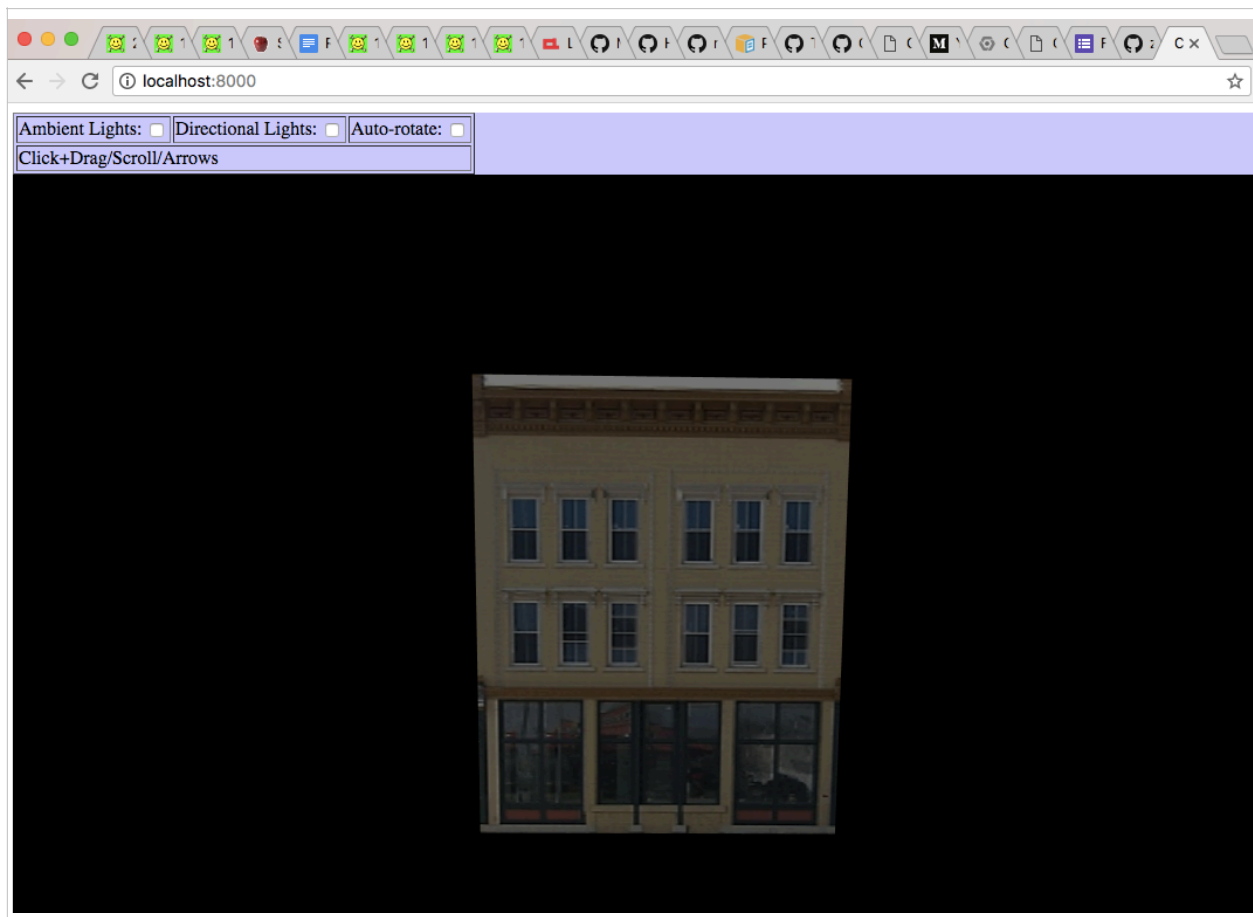


Fig. 1 Screenshot of webpage.

# How to Use

**CHECKBOXES**

The webpage has two parts, the controls buttons and the canvas. Fig. 1 is the screenshot of the webpage. There are three checkboxes, respectively for enabling (or disabling):
- Ambient light
- Directional light
- Auto-rotate

**MOUSE CONTROLS**
- Rotation/Orbit: Left click and drag
- Translation: Right click and drag
- Zoom in/out: Scroll

**KEYBOARD CONTROLS**

Translation/Pan: The keyboard arrows (Left, Right, Up, Down) can be used.