

Progress Report – April 4

Introduction

The purpose of this project is to create a model of a 3D object and apply as many features as possible to it. Features include transform object and camera, multiple views of created object, different projections of object, change vanishing points of object, and add a texture to the object.

Work Completed

I did more on the layout of the page. I was sick most of the week with strep, and didn't have a lot of work ethic to do anything. So I just added some buttons and took away some more unnecessary implementation.

Work Scheduled

Implement buttons to move the cube in the corresponding location to show the perspective of the button clicked.