# CSC 240
# Computer Graphics

Sara Mathieson
Fall 2016
Smith College

# Outline: 10/3

- Transformation Matrices (cont)
- Begin: WebGL

Office Hours
**Today (Mon) 4-5pm (Ford 015)**
**Tuesday 4-5pm (Ford 346)**

**HW 3** due Tuesday
**(tomorrow)**

# Lab 3 Solution

```
var canvas;    // DOM object corresponding to the canvas
var graphics;  // 2D graphics context for drawing on the canvas
var timer;
var angle = 0.1; // we will rotate the cube by this angle each time

function rotateCube() {
    graphics.rotate(angle);
    graphics.fillRect(100,100,50,50);
}

function draw() {
    // draw a circle for the cube to rotate around
    graphics.beginPath();
    graphics.arc(400,400,180,0,2*Math.PI);
    graphics.stroke();

    // animation part: translate before rotating
    graphics.translate(400,400)
}

function init() {
    canvas = document.getElementById("theCanvas");
    graphics = canvas.getContext("2d");
    draw();  // draw something on the canvas
    timer = setInterval(rotateCube, 150)
}
```