

Computer Graphics CSCI 4250/5250

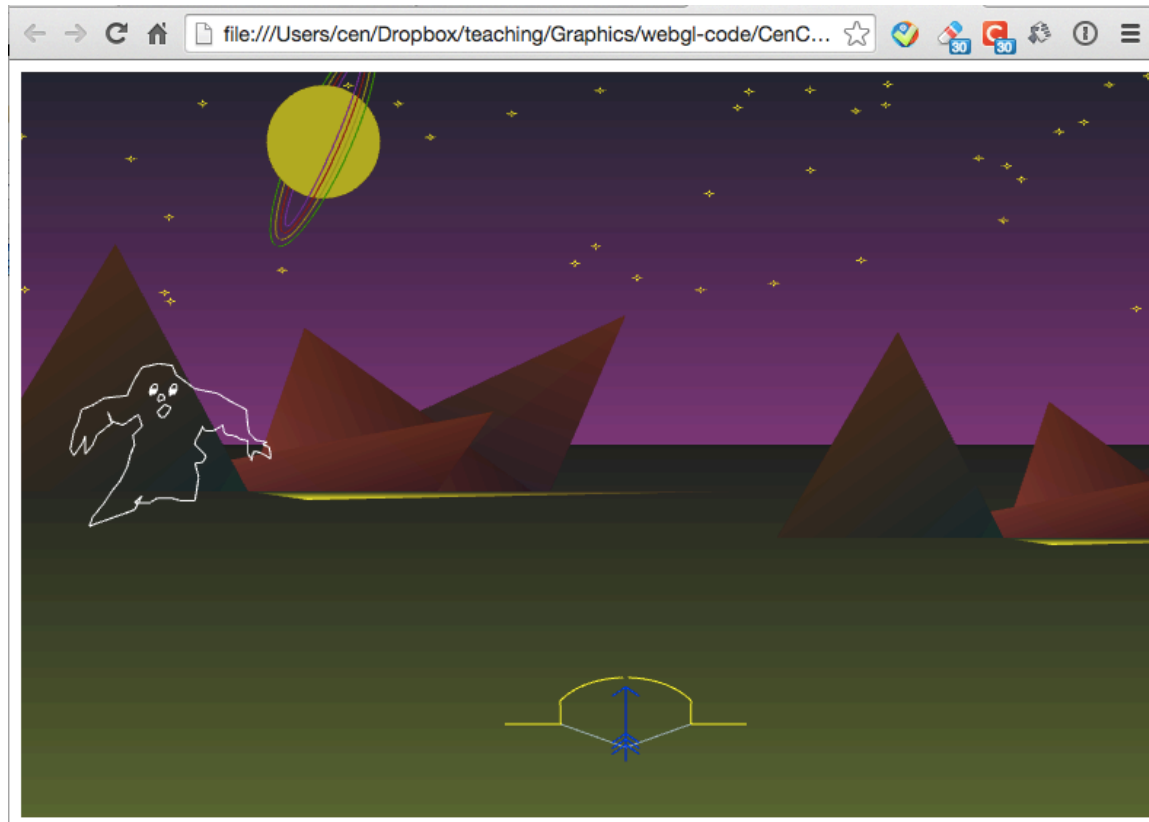
Project 3 Part A (50 pts) (Due: beginning of class, Monday, Nov 3rd)

Write a program to produce a scene as shown. The scene is composed of:

- a “ground” and “sky”. There are stars in the sky. Make sure the stars are actually drawn in the form of a star, i.e., not just a point, and then translated and scaled to appear in the sky;
- There are “objects” on the ground – might be mountains, trees, etc.
- A ghost is placed at one location;
- A bow and an arrow, these should be two separate objects;
- A planet is generated using a basic circle that is placed at the desired location and filled. The rings around the planet are circles (unfilled) that have been rotated (Hint: draw one half of the rings first, then draw the filled planet on top, then draw the rest of the rings).

The code to draw the ghost can be downloaded from the course web site. You will need to design and draw the scene. You are encouraged to design your own rocks, mountains, and trees using basic WebGL primitives and smooth shading. Apply transformations when appropriate.

Name your program **halloween.html** and **halloween.js**.



Instruction to turn in the program

Turn in:

1. halloween.js and Halloween.html, both gzipped and
2. a screenshot of your scene

using the Dropbox for “Project 3 Part A” on D2L.