

CS423 Programming Assignment 1

Adam Lewis

September 9, 2021

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1 Overview

Continuing the work started in the previous assignment, let's start adjusting the scene to get a more realistic representation. It's a post-modern art museum so all of the walls are white. The floors are made of wood. We created a cube-shaped podium in the previous assignment and placed a sphere upon the podium.

Skin the podium in a dull black material that reflects using the Lambert model. Placed on podium is a transparent cube in which is suspended a metal skinned sphere. There are two spotlights attached to the roof in the upper left corner and upper right corner of the room, aimed at the metal sphere.

2 Instructions

Use THREE.js to render this scene. Write your application so that the user can switch between a top down view of the contents of the glass box and a front view of the glass box. Assume a basic soft white ambient lighting. Use the appropriate materials and textures to render the scene.

3 Submission instructions

Combine your source code, test data, and examples of your program's execution into a single PDF document. Attach this document to your submission on Blackboard.