**INFO-3111 Summer 2024 – Checkpoint #6 & 7**

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| **Due:** At the start of class, **12:00 PM (noon), Thursday, May 30th, 2024** |
| **Submit:** Your screenshot to the submission folder in FOL |
| **Worth/weight/mark value:** approximately 2% (**This is two checkpoints combined**) (There will be up to 12 checkpoints, *all together worth 10%*, and the lowest two marks (including marks of zero/no submissions) being dropped (not included in your mark). |

* Make a scene that is completely different form the one used in class (you may use some of the models in your scene, though)
* Add 3 lights that are different colours (not all while or whatever – they can be slightly different, but *clearly* different), to help you see their effect on the scene.
* Place them somewhere that makes it clear where they are.
  + Very “small” and “bright” lights:
    - Low linear attenuation
    - Light quadratic attention
* I’d recommend making a whole bunch of models or place the lights in a larger, complicated model (so you can see the effect of each light).
* If you are using the “debug spheres” to show the attenuation of the lights, add a keyboard control make these spheres visible or not.

**Please submit:**

* **A video of you moving around your scene** (with the camera)