Week 3 – Practical Exercises

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Exercise 1

- Draw a 3D ice cream with a cone and two ice balls
- Draw a 2D floor below the ice cream (hint: use THREE.PlaneGeometry with PI/2 rotation around the x axis)
- Make sure the floor has a double sided Phong material
- (hint: side: THREE.DoubleSide)

Exercise 2

- Further to Exercise 1, replace your lighting with a soft ambient light and a point light

- Configure the renderer, the point light, and the meshes to enable shadow rendering using shadow mapping
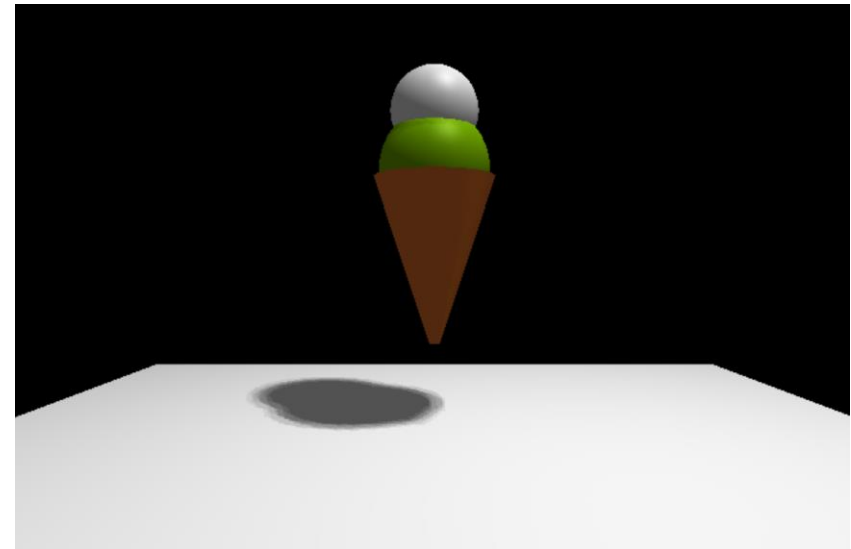
Exercise 3

- Further to Exercise 2, add the second point light
- Configure shadow mapping for the second light
- Move the two lights around the scene periodically to see the interaction of two shadows (soft and hard)