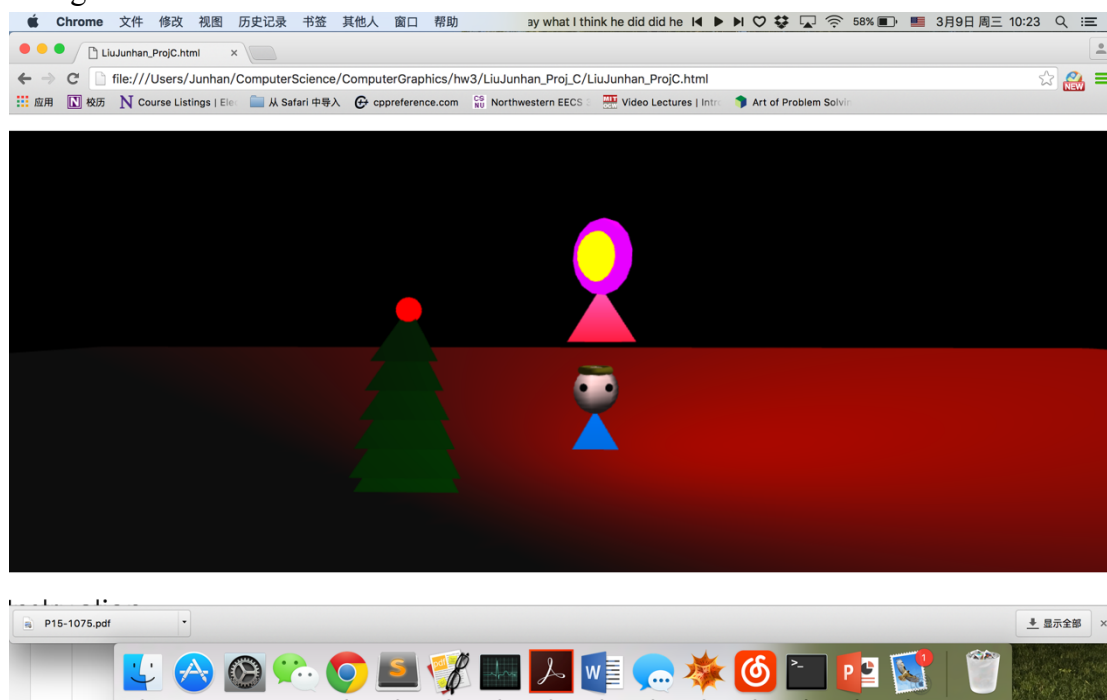
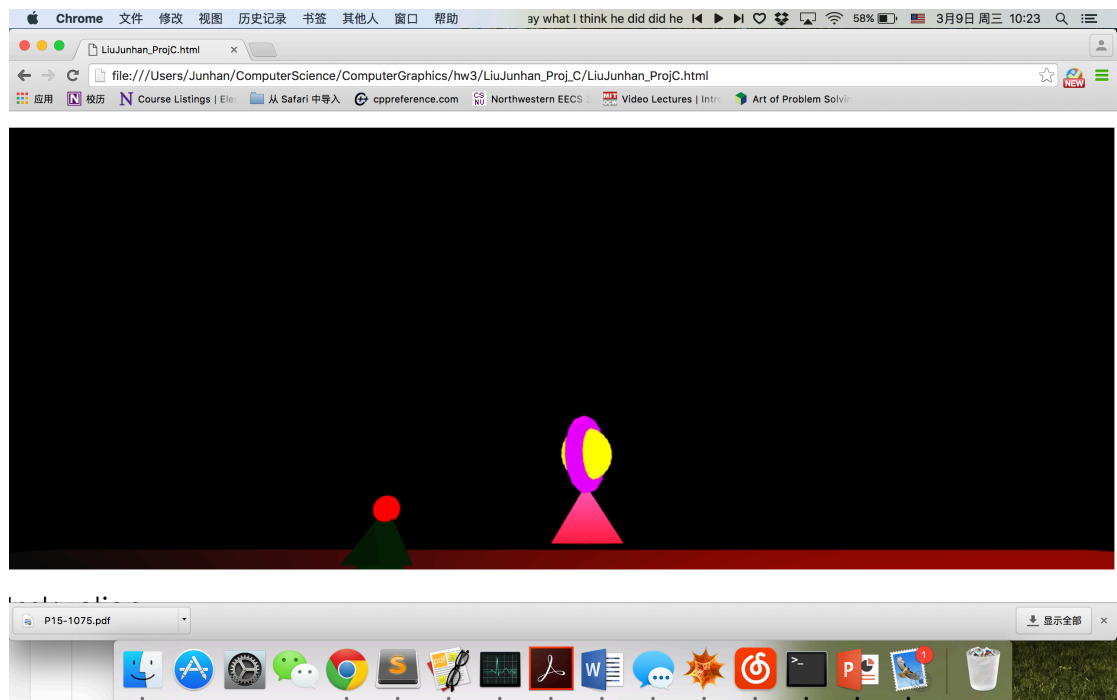


Goals: 1) Draw Ground-Plane Surface; 2) Draw  $>2$  Solid, Jointed, Continually Flexing Shapes; 3) Make Single-Viewport Display fills entire browser window of any shape; 4) Make 5-DOF Camera Control; 5) Draw obviously different-looking Materials for each separate object; 6) One 'headlight' light source attached to the camera that users can switch on/off; 7) One light source at user-adjustable 3D world-space position, that users can switch on/off, and separate, user-adjustable R,G,B values for ambient, diffuse, and specular light amounts; 8) Make interactive switching between all available lighting/shading methods; 9) Make four lighting/shading methods; 10) Make 3 or more user-selected distance dependencies (ATT) for your light sources

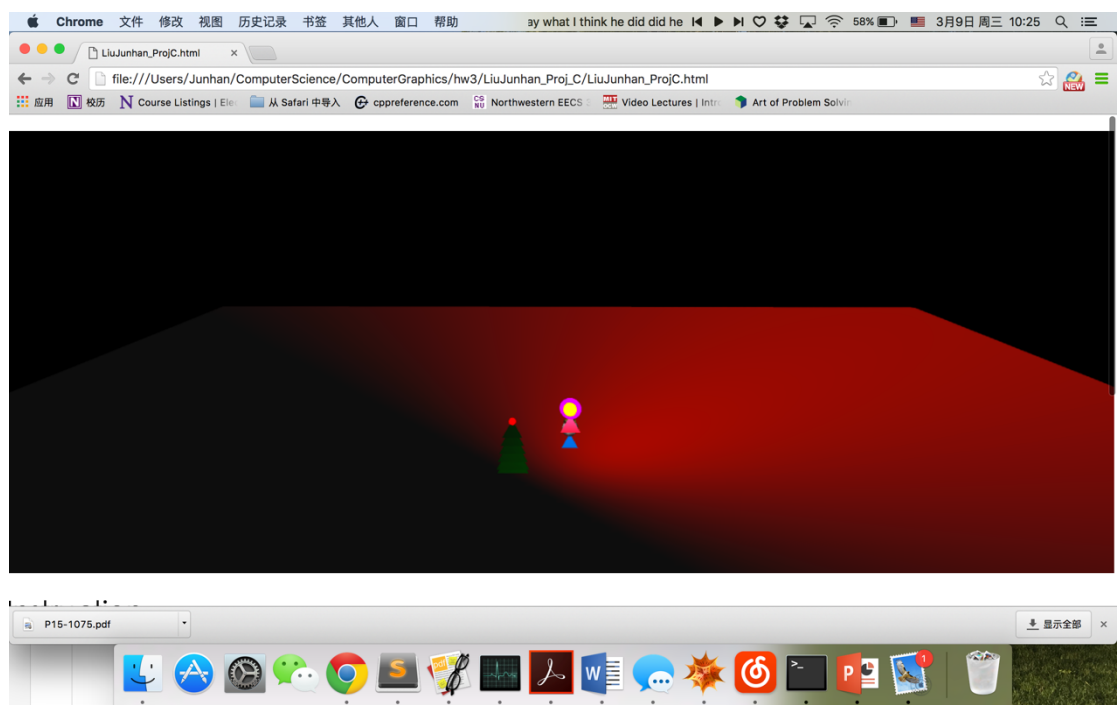
User's Guide:

Drag Mouse to rotate camera

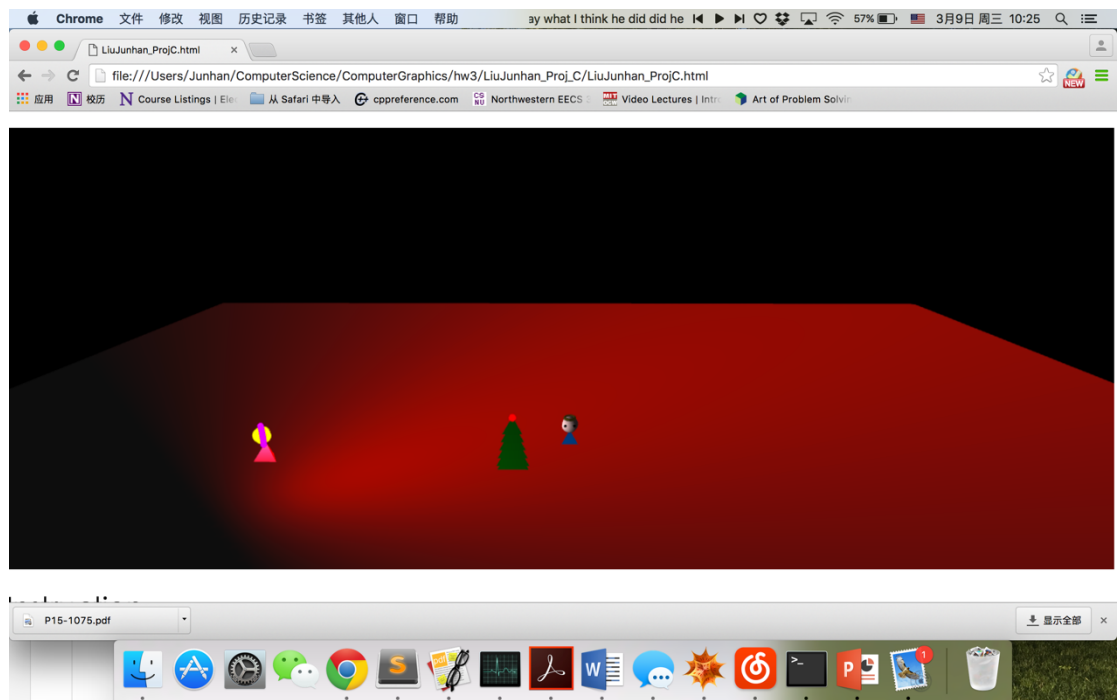




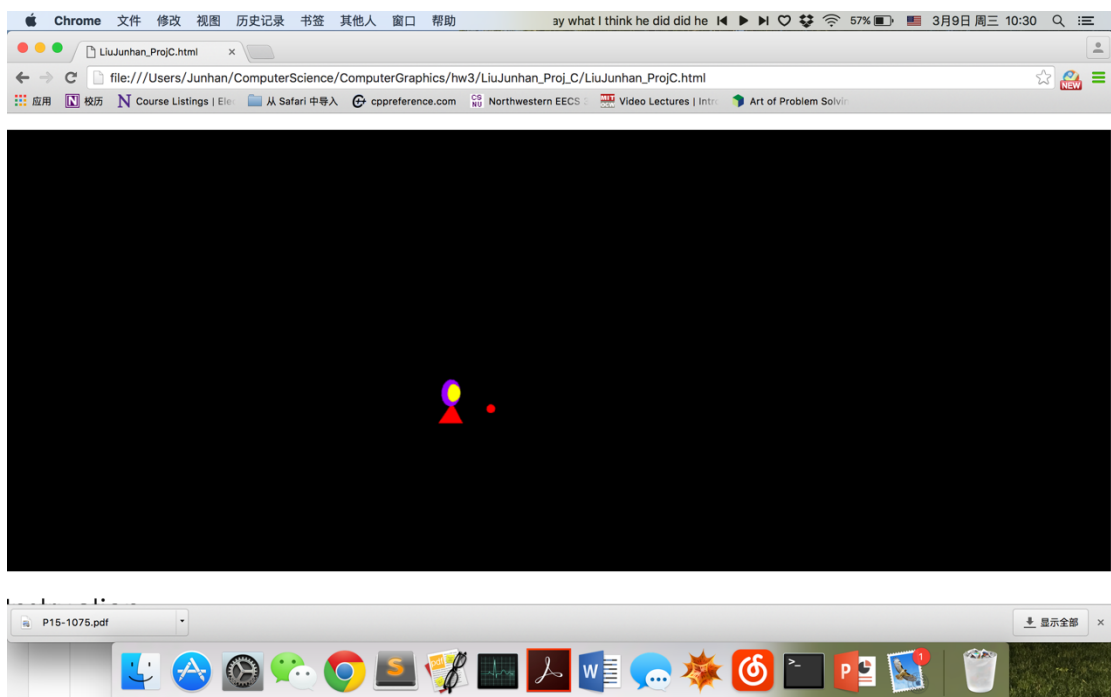
Move Camera: W: forward S: backward A: left D: right Q: Up E: Down

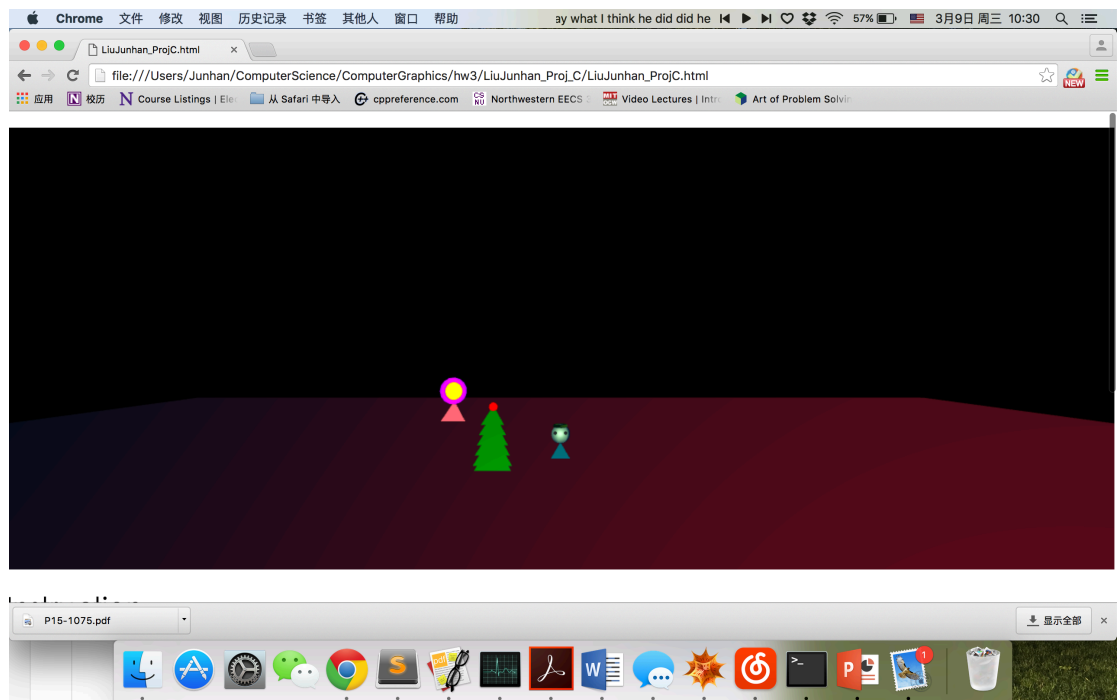


Move Lamp: I: forward K: backward J: left L: right U: Up O: Down



Make light changes using the buttons below the canvas.





Code Guide: See comment of the code