

CS460 Fall 2022

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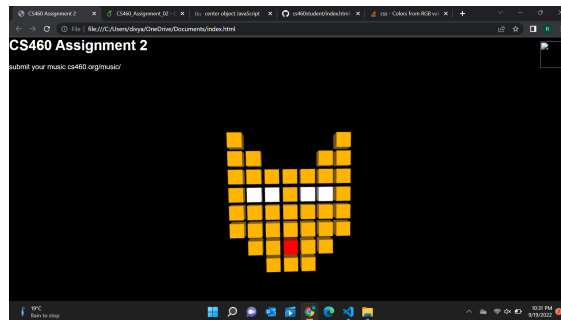
## Assignment 2: XTK Cube / Pixel Art

We will create pixel art - and then use XTK to render it in 3D, fully interactive and web-based.

To create 3D pixel art, we can use colored `X.cube` objects instead of pixels.

Please choose one, either the fox or the pine tree, and then create a 3D version using XTK (<http://goXTK.com>). Start with the `index.html` from <https://cs460.org/shortcuts/04/> and save it in directory **02/** in your github fork.

This starter code creates one cube with XTK. For this assignment, you will need to modify the code to create many cubes: one cube for each pixel. Remember, you can set, for example, the color green for a cube `c` using `c.color=[0,1,0]`. Please replace the screenshot below with your version. Also, please commit this PDF and your final code to your Github fork and submit a pull request.



<https://robertkevin96.github.io/cs460student/02/index.html>

**Bonus (33 points):**

Question 1 (10 points): If we would not care about the gap between cubes/pixels, how could we reduce the number of X.cube objects in the scene?

we can consider all the pixels which is in same color and consider them as a single major pixel. In such a way pixels can be reduced.

Question 2 (23 points): Animate the pixel art! We can use the following JavaScript snippet to execute code every second:

<https://robertkevin96.github.io/cs460student/02/index.html>