

Assignment 2: A three-dimensional clock

The idea is to write a 3-dimensional clock that can be rotated with the mouse and shows different times.

1 Requirements:

1. The main body of the clock should have the shape of a cylinder. Add mouse control so that the clock can be rotated.
2. Add small ticks for every minute and bigger ticks every five minutes.
3. Mark the twelve o'clock position.
4. Add hour-, minute- and seconds-hands showing the current time.
5. Add a blob in the middle where the hands are mounted.
6. Implement the hour- and minute-hands as squeezed (i.e. scaled) spheres (use `Object3D.scale.x`, etc. for this).
7. Create clocks on both sides of the cylinder. One side should show Hamburg time, the other one the time of your home town or favourite place outside our time zone.
8. Add a cylindrical outer ring of thickness > 0 to protect the clock (Hint: check `LatheGeometry` in the documentation and / or have a look at the `LatheGeoExample.js` file on GitHub).

2 Coding style

Stick to the coding style guide which can be found on the EMIL website.

3 Handing in the solution

Hand in your *complete* solution (including all `html` and `js` files) by uploading a single zip-file on the EMIL-page. The deadline is the 18th of November 2019.