INB381 –Projection

Download workshop7.zip

Extract the files and add them to an existing project, you require the files in common. You will modify them to complete this week's workshop. This week you will cast a shadow of a cube onto a plane. We will examine the code for the shadow example prior to making alteration.

Exercise

Task:

1. Examine the code within the shadow.html and shadow.js to see how the shadow is created and projected onto a plane.
2. Using this example modify the perspective2.html and perspective2.js to cast a shadow.
3. There are no specific requirements for your shadow to be in the same place such as the distance from the cube or the position of the light. Your shadow must however be correct.
4. Play around with the shadow by altering the properties of the light source in your code once you have it working. Make a backup before you do this.

The following figures are example only of what you should see when you alter the values of the controls, by change the perspective. Change the values of theta, and radius slightly. Then play with zNear, zFar and fov to see what happens.

zNear .01 ⟋ 3
zFar 3 ⟋ 10
radius 0.05 ⟋ 10
theta -90 ⟋ 90
phi -90 ⟋ 90
fov 10 ⟋ 120
aspect 0.5 ⟋ 2