# Weekly report

## Wallace Coleman:

This week I worked on the tutorial, lighting and textures. The tutorial now includes all the controls, and there is a new tennis ball texture that can be used with spheres. It turns out that the Three Js texture loader throws away the top half of the texture if it’s being put on a sphere, which made for some strange looking tennis balls. Now that I’ve figured out the issue, it’ll be a simple matter to add any spherical objects to spheres without making them in Blender and importing the model.

## Jenna Schott:

This week I added a desk chair as a complicated object. It was a challenge because there were curved parts of the chair. I considered making this chair even more complicated (to add literal wheels, or to allow the base to rotate, which is possible but less of a priority at this point). I also adjusted some of the parameters of the objects so that they wobble less. I am considering changing the centralImpulse() to not apply force on the center of objects. If the force was applied to the bottom of objects, then it might help with the wobble but I’m terrified of breaking things :). I will have to add more objects and transition my complicated objects to Wallace’s new object class. I also added a simple laptop with basic physics.

## Allen Kubinski:

His computer broke