

Assignment 2: A three-dimensional clock

Write a 3D-clock. A possible solution could look like this:



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**.
7. Create clocks on **both sides of the cylinder**. One side should show **Hamburg time**, the other one **the time of your home town**.
8. Add a key control to **reset the clock to the original position** after it has been rotated.
9. Add a cylindrical outer ring of thickness > 0 to protect the clock (Hint: check LatheGeometry in the documentation).

Handing in the solution

- Hand in your *complete* solution (html and js files) no later than *1 week after the lab*, by email to klaus.juenemann@haw-hamburg.de.
- Stick to the coding style guide.