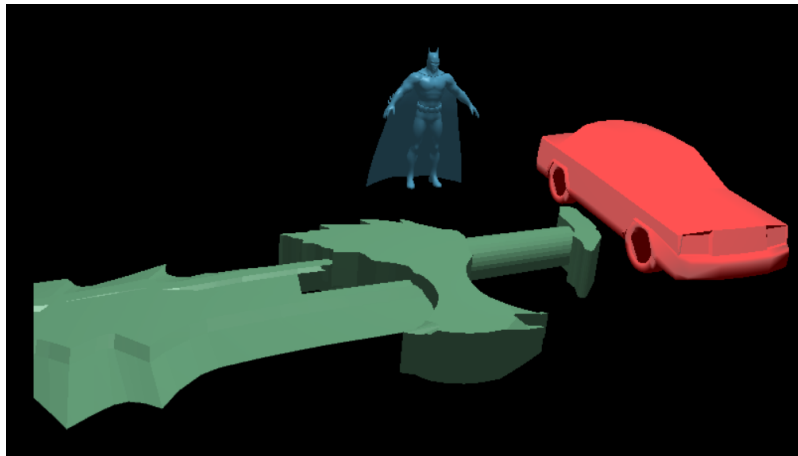
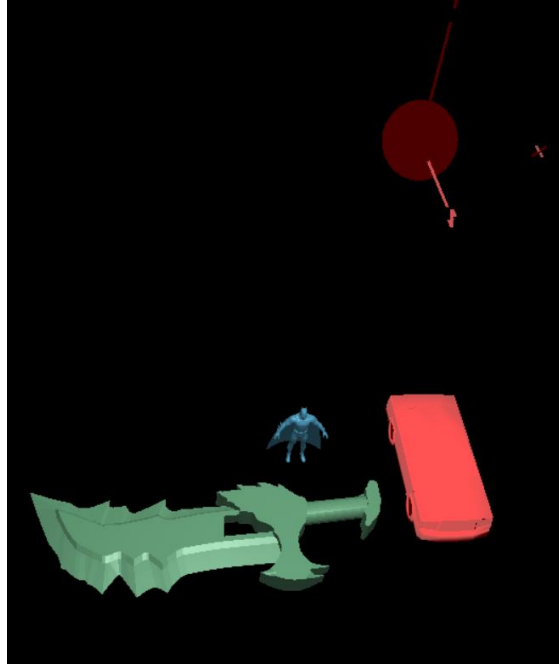


Akshat Patel

[patelaks@oregonstate.edu](mailto:patelaks@oregonstate.edu)

### Project 3 – Lighting



In order to get the lighting working for this project, one of the challenges that I ran into was figuring out how to get the light to spin in a circle. Even though the documentation for this project gave a starting point with “float xlight = << some function of Time >>” I still wasn't sure how to get the light to rotate in a circular motion. After trying different methods, I was finally able to get it working by first initializing a radius and then multiplying the radius by  $\sin/\cos(F\_2\_PI * Time)$  which got the light to rotate.

Kaltura video: [https://media.oregonstate.edu/media/t/1\\_4h4brmfmm](https://media.oregonstate.edu/media/t/1_4h4brmfmm)

