

CS460 Fall 2019

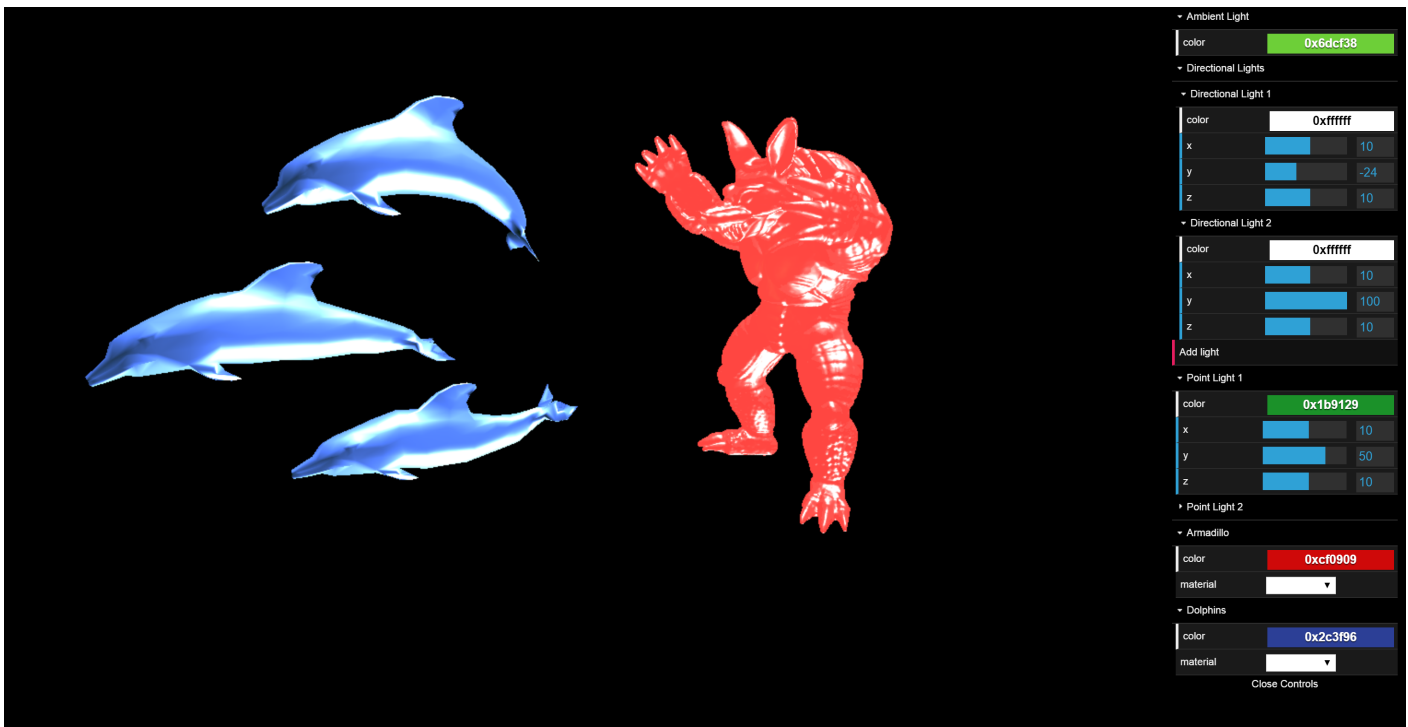
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Due Date: 11/27/2019

## Assignment 9: Geometry, Materials, and Lighting!

We will load our favorite mesh from a file, try out different materials, and play around with light settings.



**Starter code for assignment 9.** After pulling from upstream, there is the folder 09 in your fork. If you run a webserver and access the file, you will see a sad single armadillo in the scene.

**Part 1 (14 points):** The armadillo needs a friend! Please load a second mesh from a file using a THREE.js loader. This could be any mesh you find online in any format THREE.js supports - or you could load the armadillo again. Please modify the positions so that the meshes do not overlap.

**Part 2 (15 points):** Please configure the second mesh from above with a different material of your choice (not MeshToonMaterial again!).

**Part 3 (10 points):** Please add two point light sources to the scene.

**Part 4 (15 points):** The starter code includes the following snippet to control the color and position of the directional light.

```
var directionalFolder = gui.addFolder('Directional Light');
directionalFolder.addColor(controller, 'color').onChange( function(value) {
```

```

    directionalLight.color.setHex(value);
  });
  directionalFolder.add(directionalLight.position, 'x', -100, 100);
  directionalFolder.add(directionalLight.position, 'y', -100, 100);
  directionalFolder.add(directionalLight.position, 'z', -100, 100);
  directionalFolder.open();

```

Please setup dat.GUI to control position and color of the two point lights with similar code.

**Part 5 (15 points):** Please setup dat.GUI to control the color of both materials.

**Part 6 (30 points):** Please play around with the lights and try to understand why the toon material seems to work \*sometimes\*. What are your observations?

When playing around with the lights, the toon material seems to have less reflectivity than the other material. The MeshToonMaterial is an extension of the MeshPhongMaterial but with additional toon shading, which means that light values are calculated for each pixel and then summarized to get small shades with an overall flat look. The shadows/highlights appear more as blocks of color rather than being mixed smoothly like other Three.js materials. The reflections of the light sources seem to depend on the color of the toon material, such as the color and brightness of the ambient and directional light as well. The brighter the colors of the toon material, the lower the effect of the light sources.

**Part 9 (1 points):** Please update the screenshot above with your own and then post the github pages url here:

<https://lorifranke.github.io/cs460student/09/>

**Bonus (33 points):**

**Part 1 (11 points):** Please add dat.GUI elements that allow to switch the material for the two meshes. Here is an example of a combobox in dat.GUI:

```

// Choose from accepted values
gui.add(controller, 'material', [ 'toon', 'standard', 'phong' ] ).onChange( function(value) {

  if (value == 'phong') {
    // TODO
  }

});

```

**Part 2 (22 points):** Please make adding lights to the scene dynamic: Add dat.GUI buttons to add new directional lights that then also add a dat.GUI folder to the menu that allows to control (color and position), and remove the light.