

CS460 Fall 2019

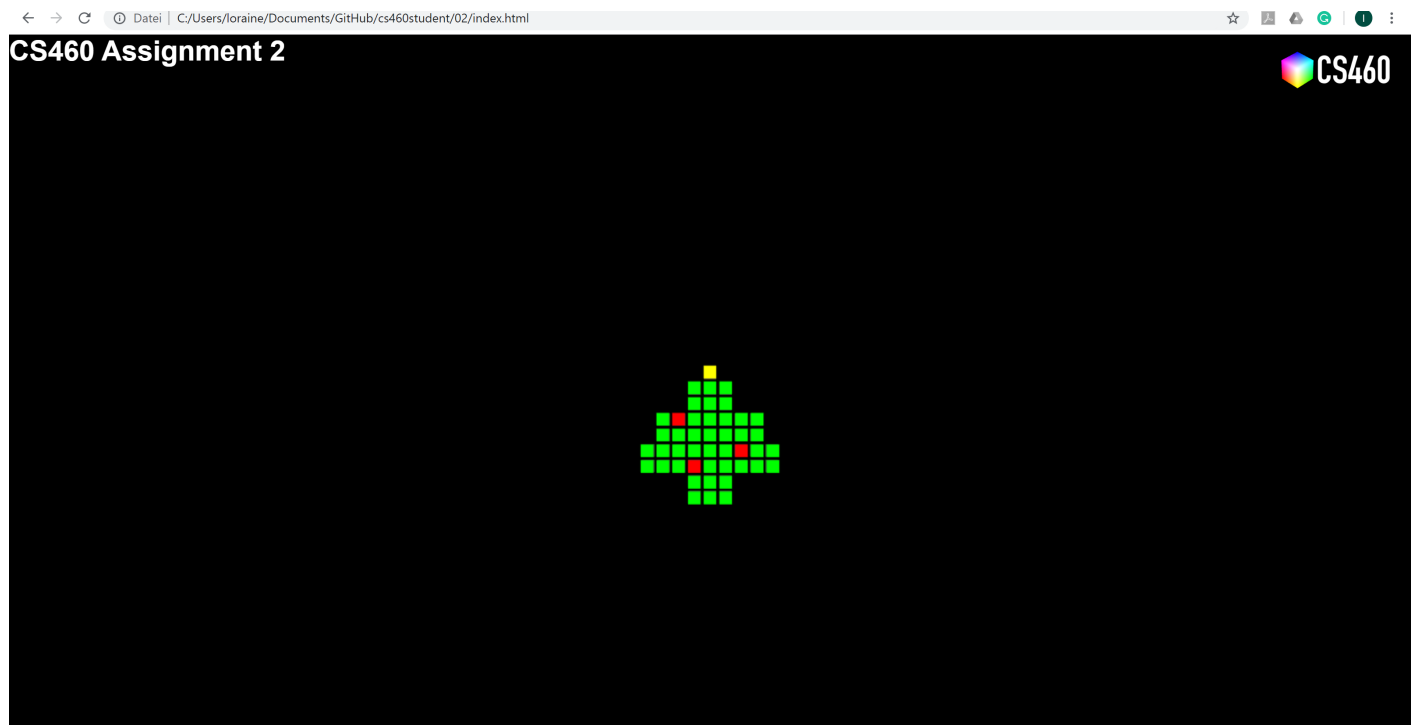
Name: Loraine Franke

Student ID: 01881004

Due Date: 09/16/2019

Assignment 2: XTK Cube / Pixel Art

Blinking Pine-Tree



Bonus (33 points):

Question 1 (10 points): If we would not care about the gap between cubes/pixels, how could we reduce the number of X.cube objects in the scene?

If there is no gap needed, we can adjust the length of the cubes/pixels in XTK by setting lengthX and lengthY to create bigger objects in the scene.

Question 2 (23 points): Animate the pixel art! We can use the following JavaScript snippet to execute code every second:

```
var LIGHTS_ON = false
setInterval(function() {
  if(LIGHTS_ON) {
    C1.color = C2.color = C3.color = C4.color = GREEN;
  }
  else {
    C1.color = C2.color = C3.color = RED;
    C4.color = YELLOW;
  }
  LIGHTS_ON = !LIGHTS_ON;
}, 1000);
```

The animated tree can be found here: <https://lorifranke.github.io/cs460student/02/>