

CS460 Fall 2022

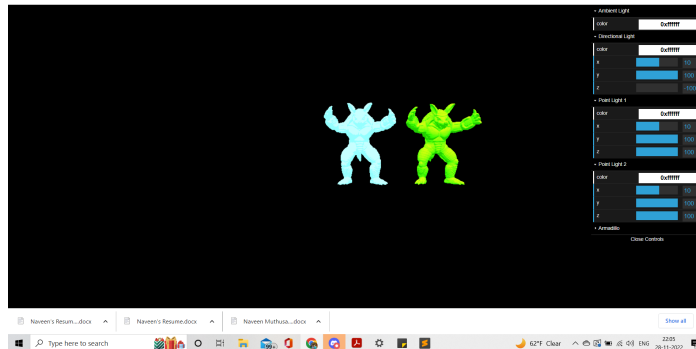
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Due Date: 11/28/2022

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

When it comes to cartoon content, I've discovered that "the more light on its surface, the less detail it exposes," and color also have a significant role. In other words, if the light is strong, it would be difficult to distinguish the shade or texture of an object since everything would appear flat. In this instance, the color must be adjusted between being too bright and too dark in order to notice the texture. perhaps it's too dim.

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

<https://naveenmuthusamy94.github.io/cs460student/09/index.html>

Part 10 (10 points): Choose a final project—either an existing one from <https://cs460.org/assignments/final/> or a new one. Please list the project here and in the link. If working as a team, assemble your team and list the team members below and in the link.

2. Pixel Art - Blowup an input image and change it into Pixel Art
Project Members
1.Naveen Muthusamy
2.Robert Kevin Emanuel

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.