**CSE 472 Term Project Submission**

Kristin Calder, Bogdan Pozderca, Dillon Scott, Angela Satullo, Shaye Beadling

For our final project, we decided to explore a new graphics environment, three.js. We incorporated the environment map from Step 4 and added in different shapes, including two cubes (one which reflects and one with a texture), a sphere, a torus, and R2D2. In addition, we added both directional and ambient lighting. We incorporated the ability to move the scene with your mouse, added zooming when you press the up/down buttons, and added rotation when you press the left/right buttons.

We believe we deserve excellence points for implementing an environmental map in three.js, for using orbit controls to pan and zoom, and for incorporating key, back, and fill lighting.