

## Assets and Hints v1.0

We suggest you create a test scene that just displays the 3d model in the centre of the screen to calibrate the scale of the objects. Since they come from different sources, their relative sizes will be different. Start with a scale of 1.0 and then try increasing it or decreasing it.

Each assets folder comes with a README file which, as the name suggests, you should read before using the models 😊

In general, project requirements are loose, to make your creativity free! All the efforts to do nice renders are evaluated and welcomed. Among the others, multiple lightings shaders, user interaction to change camera point of view, scene graphs (when useful), and all the topics covered in the lectures are subject of evaluation.

In the exercise we provide the utils.js (most recent exercises contains the updated version of utils.js). However, you can use whatever library you want for the maths computation and assets loading, but DO NOT USE any library to ease the shaders design. Knowing how shaders works and how to program them is one of the most important aspect of the project.

We will shortly be uploading a guide on how to load JSON and .obj models.