HW5: Dice in the moonlight

Due date 4/15

This should use procedurally generated textures for dice faces, and external textures for scenery, with a light source.

Requirements

1. Procedurally generated dice (cubes with synthetic textures), rotating to show multiple faces.

2. A single light source somewhere above. Light calculations used to highlight texture and color of the dice. Shadow cast on the ground is optional.

3. Background images using external textures – at least two: a ground and a horizon.

Turn in

Code and texture files, submitted to Blackboard by the due date.