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Project 7 Report

What the features?

There are three red walls, a floor, and a top in this museum. There are four spotlights that highlight the main objects on the back, left, right walls, and the floor. On the top, it is my signature that shines the orange light, using a procedural texture map.

How is it run?

Press 1 to 7 to toggle lights, and 4 to 7 are spotlights. Press I/J/K/L to translate the viewer, and arrow keys to change the view direction. Press W to toggle wireframe or fill, M/m to increase/decrease mesh resolution. Press E/A/D/S to toggle rendering Emissive/Ambient/Diffuse/Specular lights. Press V to toggle using a local viewer, and Q to toggle viewing the floor and the top only.

What was the inspiration?

Mona Lisa in the museum of Louvre.

What did you implement?

I adjusted the spotlights so that they can highlight the correct place. I rotated the torus and the paint on the right wall by using the variable `currentTime`. I kept changing the size of the disk on the left wall by using the variable `currentTime`. I created three more surfaces including left, right walls, and the top. The top is using procedural texture map.

Where did you find our texture maps, if any?

<http://www.psy.ritsumei.ac.jp/~akitaoka/slit-e.html>

<https://cdn11.bigcommerce.com/s-uy50rek/images/stencil/1280x1280/products/2243/13425/>

eyeofprovidence_3__23921.1538089426.jpg

<https://designscad.com/downloads/bamboo-flooring-2d-bmp-graphics-graphics/>

Pictures:



