# Project C: Rocket, Star and Sphere

CS 351

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**User’s Guide:**

Turn on/off light when clicking button.

Switch between Gouraud shading and Phone shading when clicking button.

Turn on/off Blinning-Phong lighting when clicking button.

Change material by pressing ‘M’ key.

Change light source location, ambient, diffuse and specular effect with sliders.

Arrow keys aim the camera without moving it: Left/right arrow keys rotate view left/right; up/down arrow keys tilt up/down. WASD keys move the camera without rotating it: W/S keys move forwards/backwards in direction-of-gaze; A/D keys ‘strafes’ camera left/right at current altitude.

**Results:**

Chart

Description automatically generated with medium confidence

Figure Single Viewport display.

Single-Viewport Display fills top 70% of browser window of any shape. When changing browser window width, canvas will be automatically re-sized to fill the full width of browser window and at exactly (70%) of its height.

A picture containing graphical user interface

Description automatically generated

Figure Material Selection.

User can change the material by pressing ‘M’ key.

Graphical user interface

Description automatically generated with medium confidence

Figure Turning off lighting.

Light can be turn on and off by clicking the first button.

Graphical user interface, chart

Description automatically generated

Figure Adjust slide bar.

Change light source location, ambient, diffuse and specular effect with sliders.

**Scene Graph:**

Diagram, schematic

Description automatically generated

Figure Scene Graph