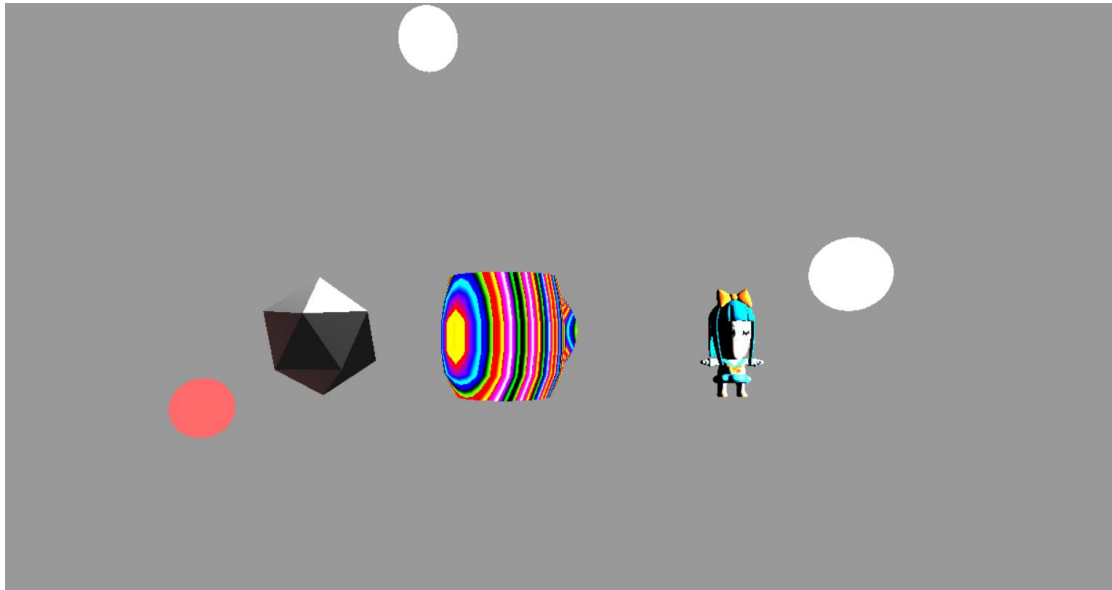


Homework1-A



Created 3 objects.

Object 1: Created by `THREE.IcosahedronGeometry(1, 0)`. Apply Phong shader with 2 lights.

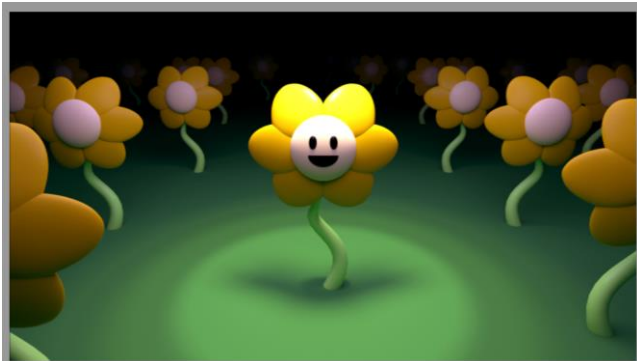
Object 2: Created by blender. Loaded by `JSONLoader`. Apply dynamic color shader.

Object 3: Loaded by `OBJLoader`. Apply a shader with texture and 1 light.

All objects and light can move.

Added a controller to the camera to change the view.

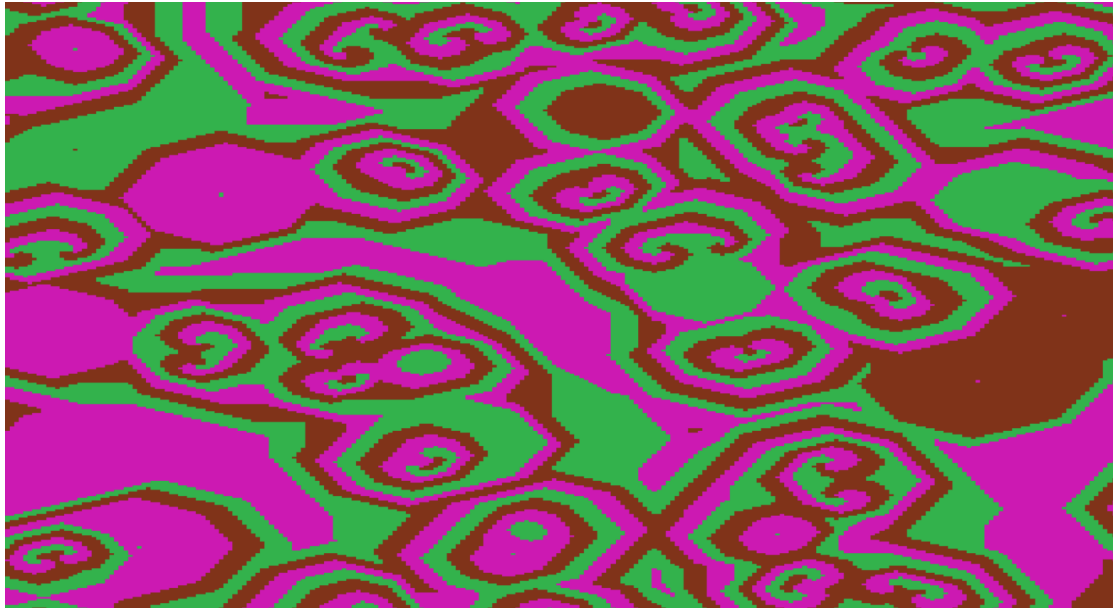
Homework1-B



Use the Kernel (image processing) the Sharpen matrix to sharpen the image.

Move the mouse to control the effect.

Homework1-C



Cyclic Cellular Automata

3 states 3color and threshold = 3

Rules from the <https://softologyblog.wordpress.com/2013/08/29/cyclic-cellular-automata/>

Homework1-D

Discussed a visual effect in Rise of the Tomb Raider about the snow trails.