

# Project #1: Implementing Luxo

Computer Graphics (fall, 2023)

## 1 Instruction

- Due: 11:59pm 2 Nov (Thursday)
- Submit `proj1.html` and `readme.txt` only! (in one ZIP file)
- Do not forget pressing “submit” button after uploading your files.

## 2 Requirements

- Extend `proj1-skeleton.html` to implement the whole parts of the luxor lamp.
- Extend the GUI to include the control panel as shown in the demo. The `min/max/step` values of `add` function are as follows.

part	min	max	stepsize
blue arm length (lower)	2	7	0.1
blue arm length (upper)	2	7	0.1
green joint (base)	-180	180	1
green joint (middle)	-180	180	1
green joint (head)	-180	180	1
lamp angle	10	90	1

- There are already two lights (one point + one ambient) in the scene. Add a light bulb (a spot light) on the head of the lamp as in the demo.
- Put at least four 3D models in the scene and make them cast shadows on the walls.
- Write a `readme.txt` file. In the file, describe which requirements you succeeded or failed to implement. Please do not write too many details in the file. You don't have to explain everything about your code.