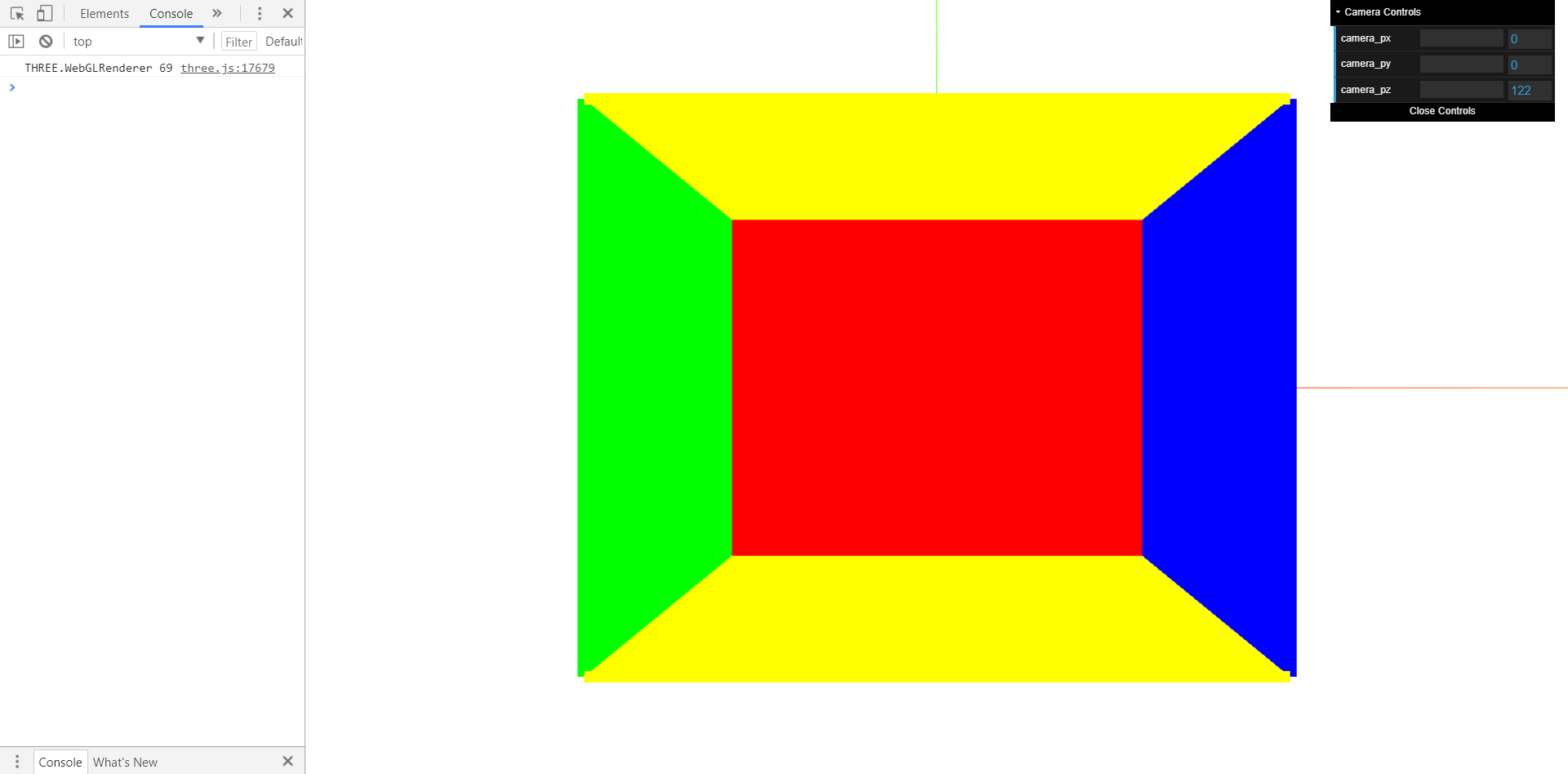
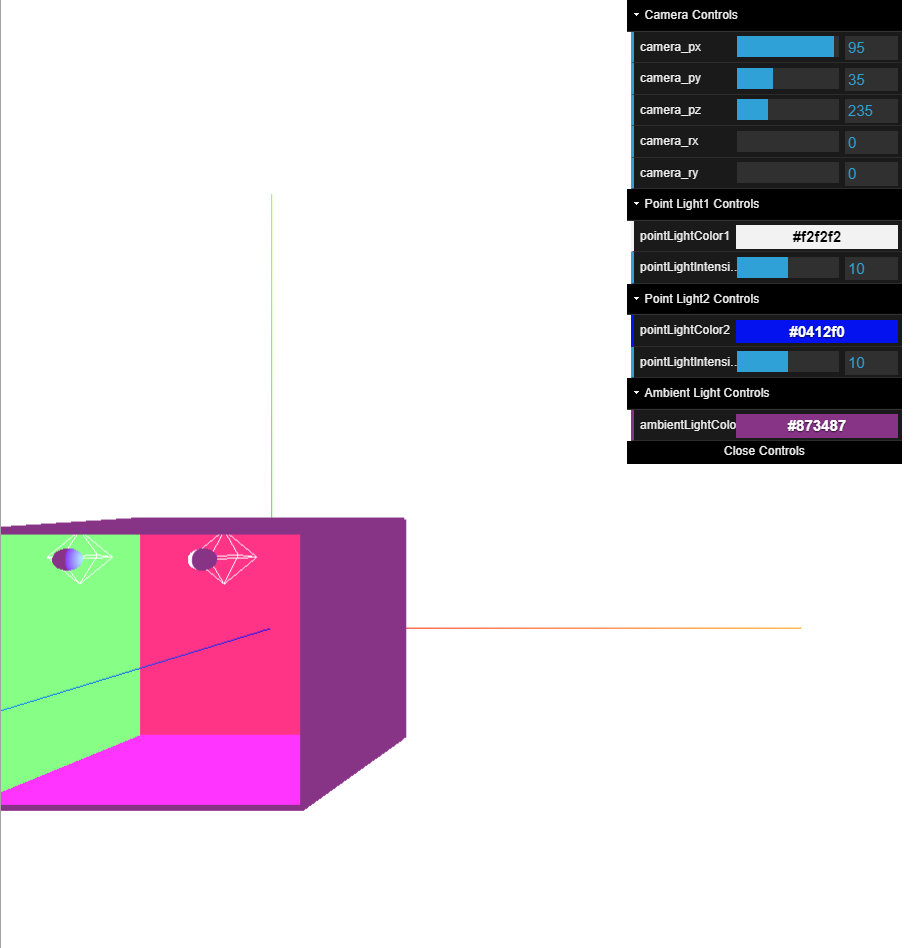
Test 1 – COMP392-002 – Mar. 8th

Kevin Ma

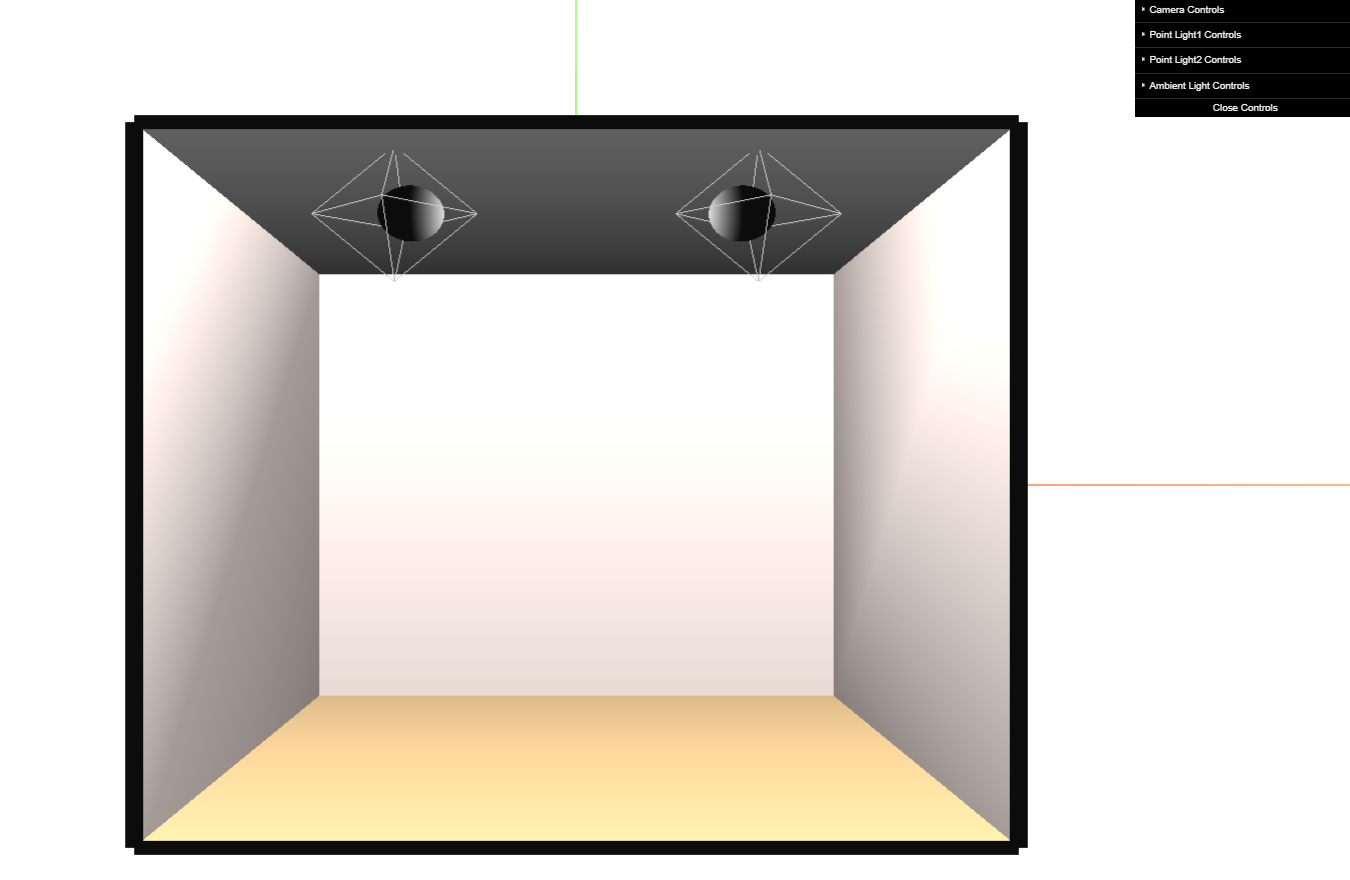
# Created squash court with ceiling, three walls and a floor + Camera peeking inside the “squash” court



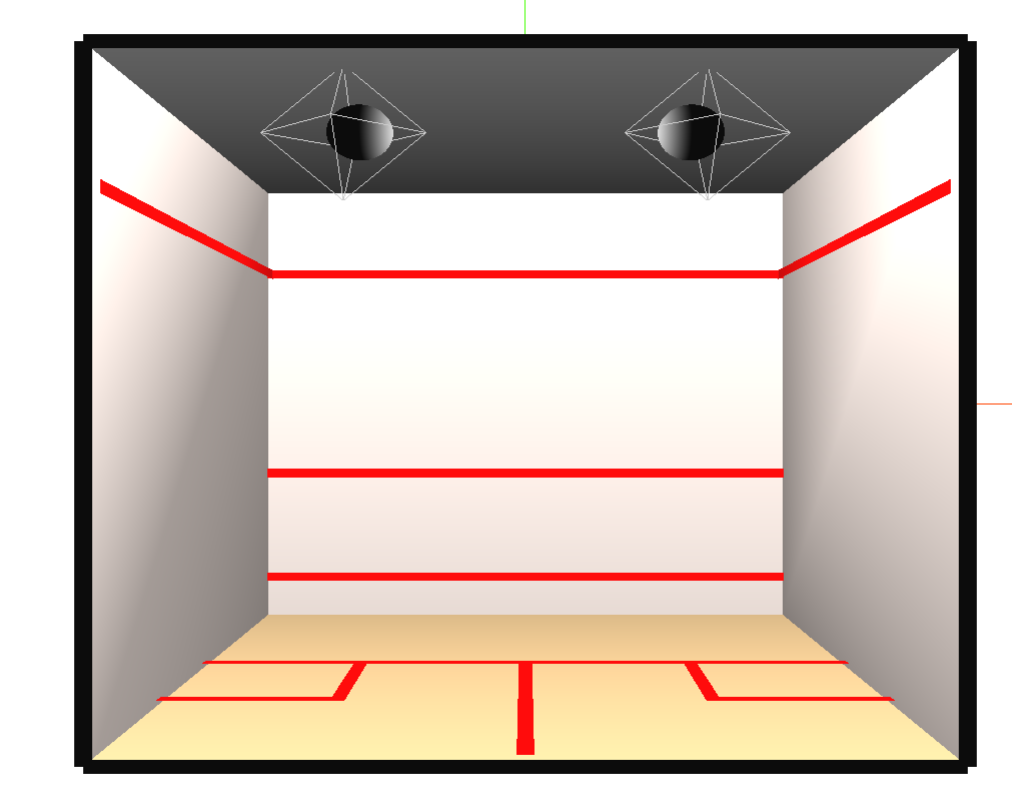
# Added point lights, spheres, ambient lights and dat.GUI controls



# Changing Wall and Floor colors to emulate real squash court



# Adding red stripes on the walls and on the floor



# Added a transparent fourth wall that camera can peek through

