Class Work – Feb 8th – COMP392 – 002

Kevin Ma

Contents

[Setup environment + add 06…html file (AsciiEffect): 2](#_Toc505848491)

[Create Ch2 subfolder of ClassWork’s folder: 2](#_Toc505848492)

[Copy of 05…html from Ch1 to Ch2 and rename to 02-second-scene-and-some-refactoring-and-extra-light-types-KM.html: 3](#_Toc505848493)

[Do some refactoring (move everything inside init() function so only init is a global function): 3](#_Toc505848494)

[Add an AmbientLight in the scene: 4](#_Toc505848495)

[Code: 4](#_Toc505848496)

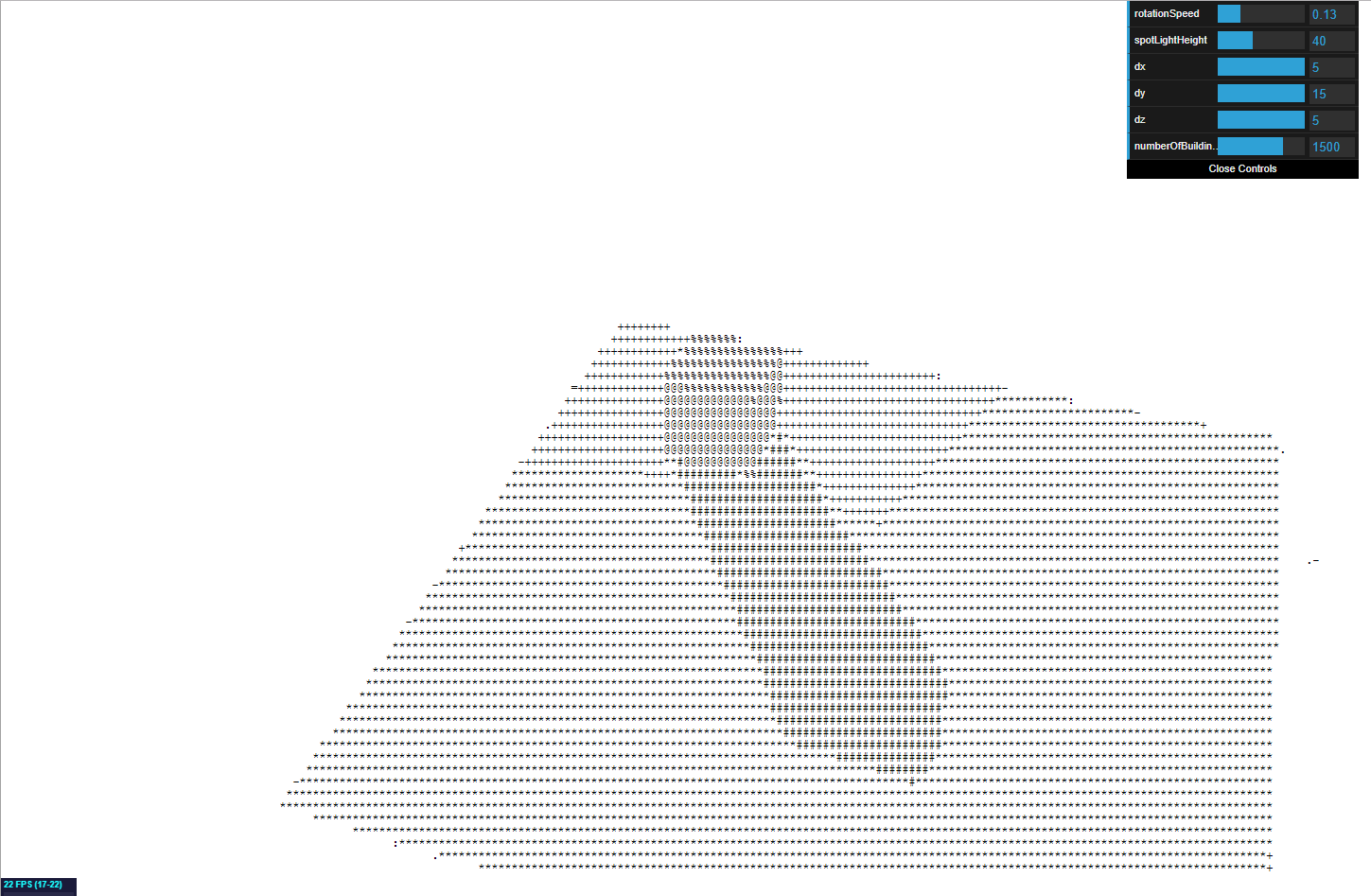
[Result: 5](#_Toc505848497)

[Add a dat.GUI control for the ambientLight color and wire it up: 6](#_Toc505848498)

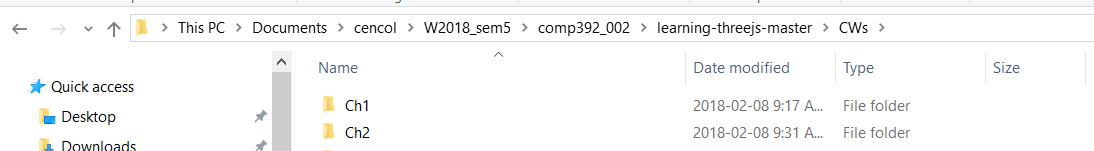
[Code: 6](#_Toc505848499)

[Result: 7](#_Toc505848500)

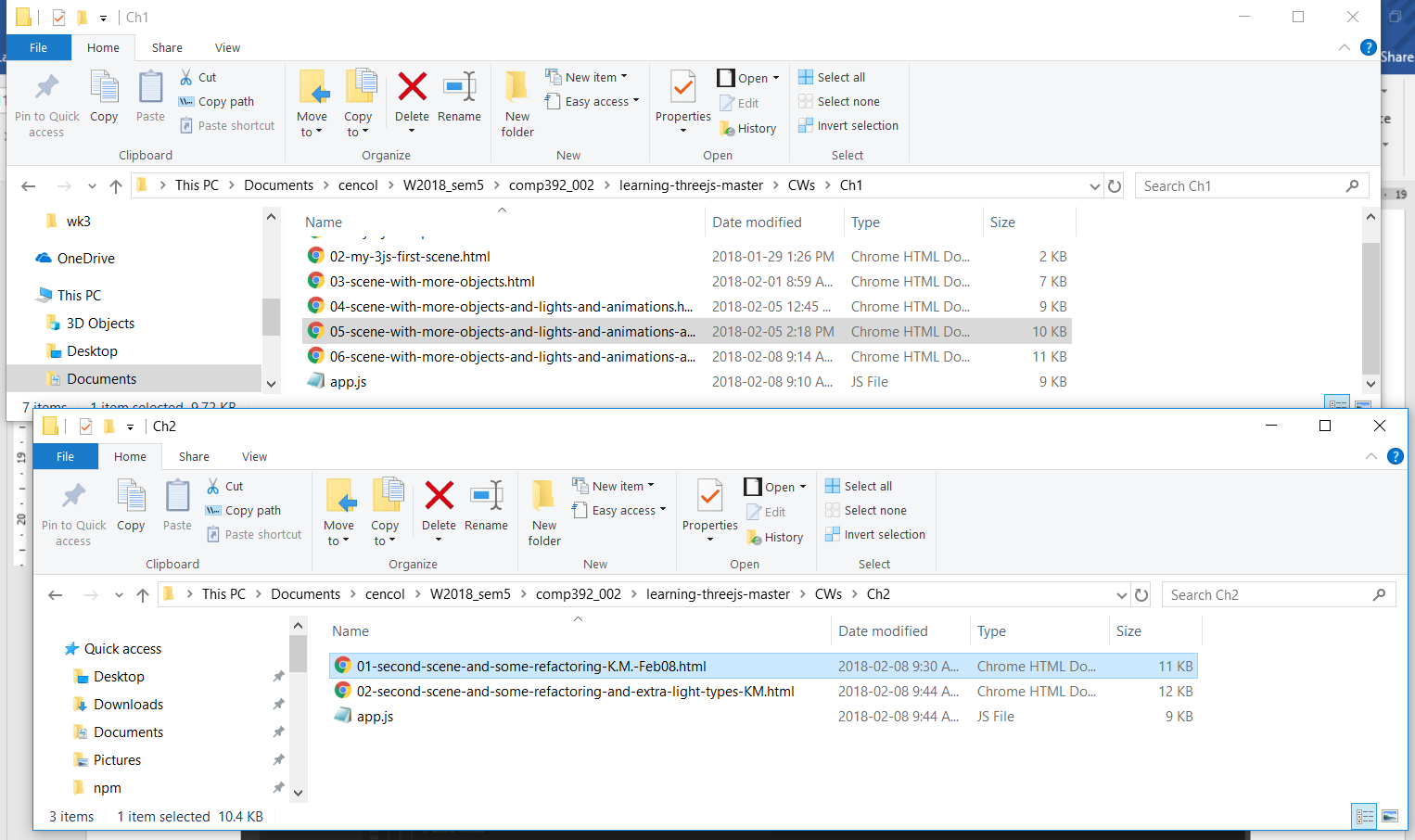
# Setup environment + add 06…html file (AsciiEffect):



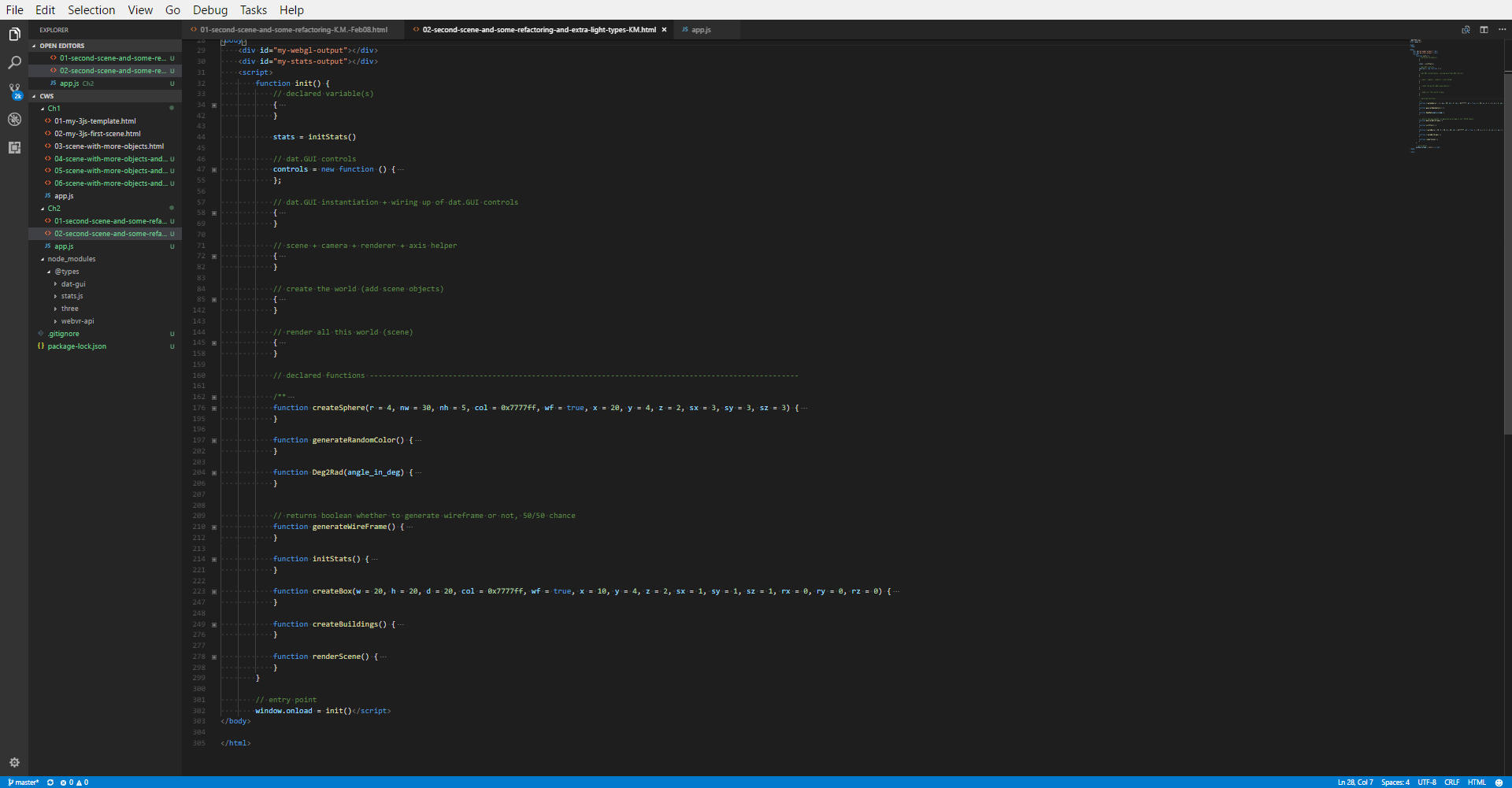
# Create Ch2 subfolder of ClassWork’s folder:

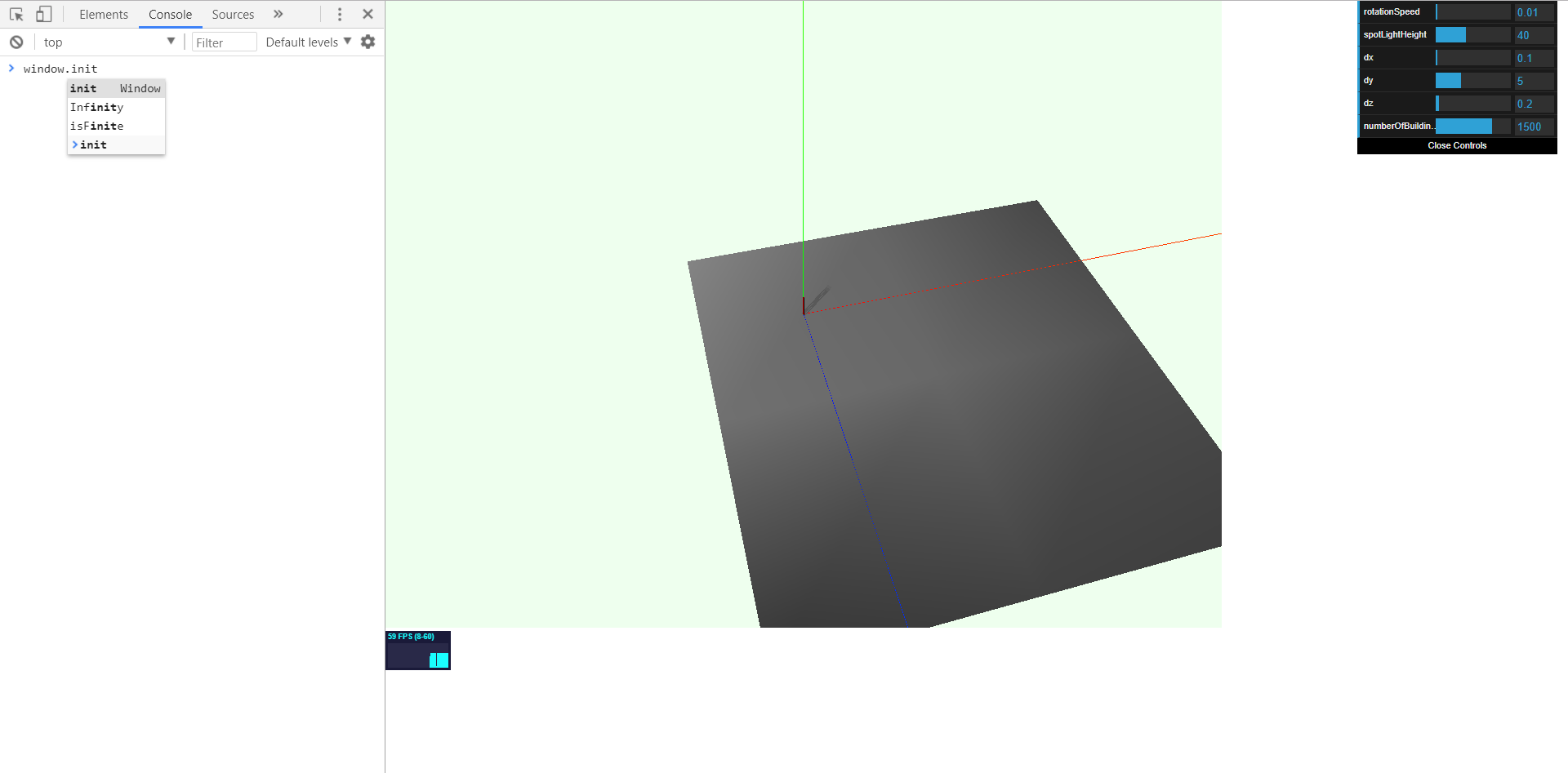


# Copy of 05…html from Ch1 to Ch2 and rename to 02-second-scene-and-some-refactoring-and-extra-light-types-KM.html:



# Do some refactoring (move everything inside init() function so only init is a global function):





# Add an AmbientLight in the scene:

## Code:

// add an ambient light

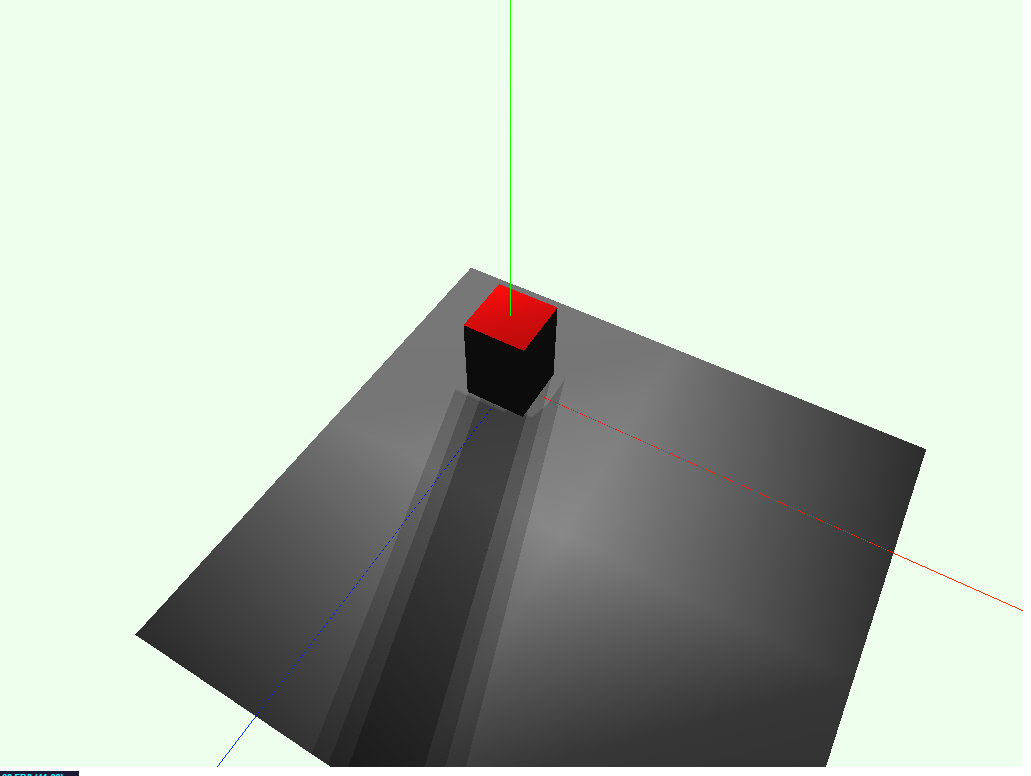
{

ambientLight = new THREE.AmbientLight(0x0c0c0c);

scene.add(ambientLight);

}

## Result:



# Add a dat.GUI control for the ambientLight color and wire it up:

## Code:



## Result:

