Home Work – COMP392-002 – Mar. 5th

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Contents

[Completing requirements of Homework – COMP392 2](#_Toc508021984)

[Adding continuous spinning controls for the main tetrahedron and the randomly generated tetrahedrons 4](#_Toc508021985)

[Demonstration of the controls 6](#_Toc508021986)

[Camera 6](#_Toc508021987)

[Original 6](#_Toc508021988)

[Using Controls 6](#_Toc508021989)

[Horizontal Plane 7](#_Toc508021990)

[Original 7](#_Toc508021991)

[Using Controls 7](#_Toc508021992)

[Ambient Light 8](#_Toc508021993)

[Original 8](#_Toc508021994)

[Using Controls 8](#_Toc508021995)

[SpotLight 9](#_Toc508021996)

[Original 9](#_Toc508021997)

[Using Controls 9](#_Toc508021998)

[Point Light 10](#_Toc508021999)

[Original 10](#_Toc508022000)

[Using Controls 10](#_Toc508022001)

[Regular Tetrahedron 11](#_Toc508022002)

[Original 11](#_Toc508022003)

[Using Controls 11](#_Toc508022004)

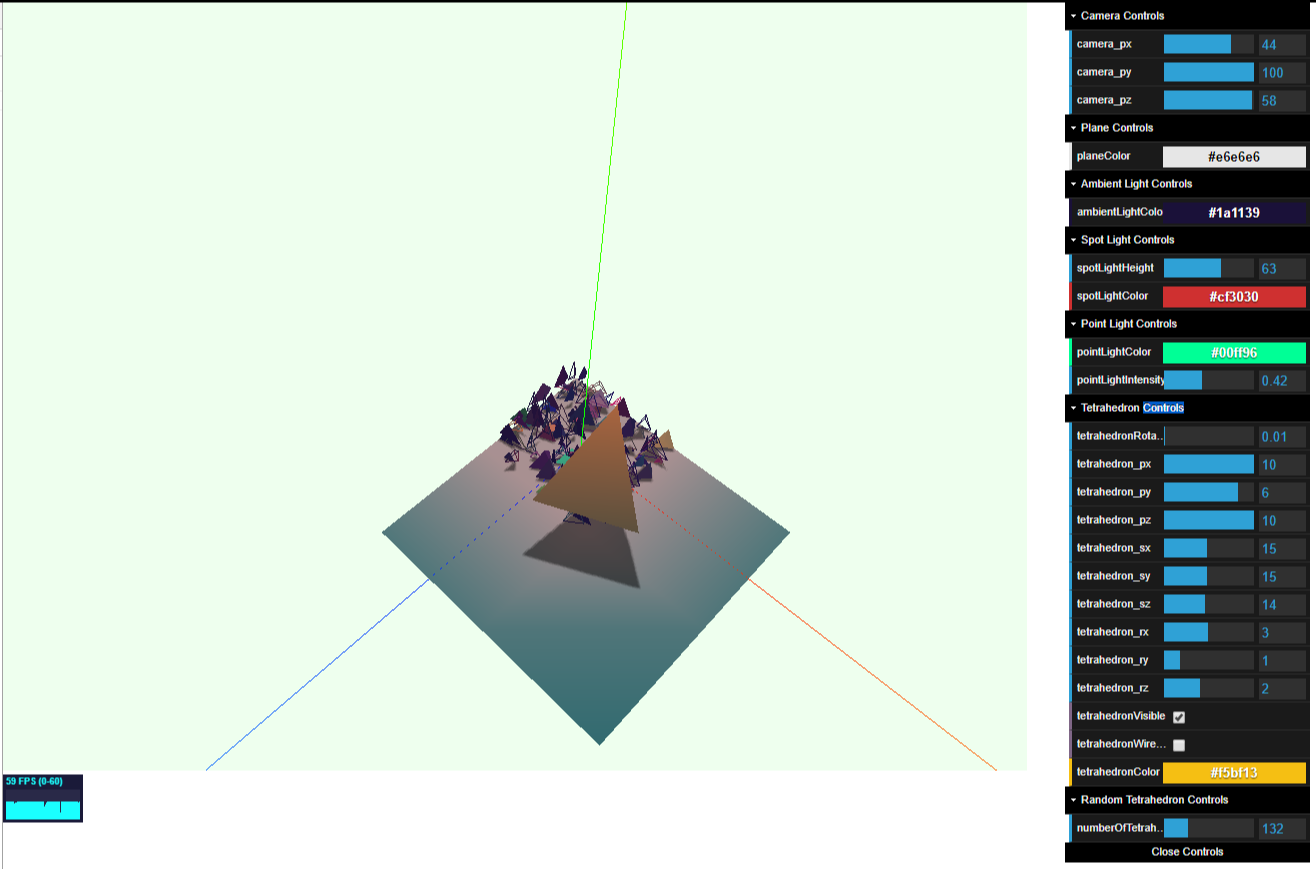
[Random tetrahedrons 12](#_Toc508022005)

[Original 12](#_Toc508022006)

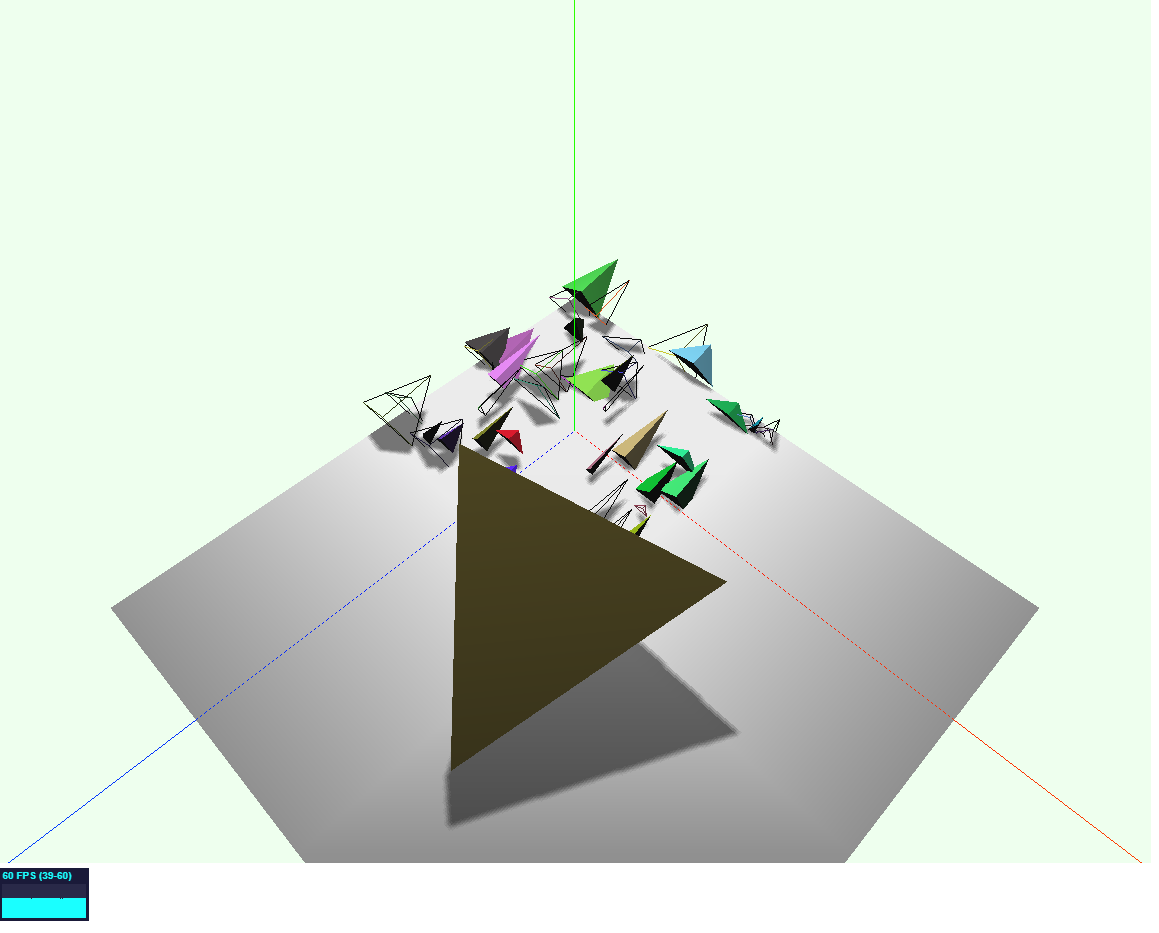
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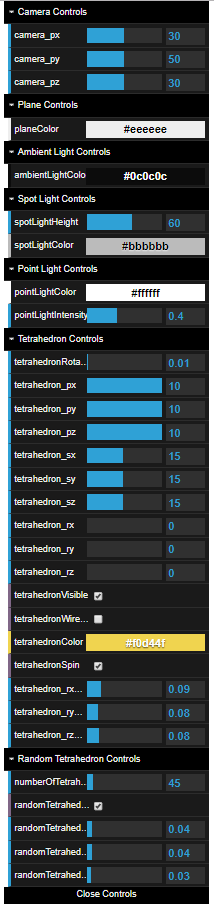
# Completing requirements of Homework – COMP392

* . creating a scene with the usual items (**1 pts**):
  + . camera,
  + . horizontal plane,
  + . ambient light,
  + . spot light,
  + . point light
* . as well as:
  + . a regular tetrahedron using Custom Geometry (tetrahedron with all the sides equal)
  + (**5 pts**).
* . Name the solution html file **HomeWork\_COMP392***\_<fn\_ln>.***html** (where you should substitute your first name, last name for <fn\_ln> as usual in class works) (**0.5 pts**).
* . For all the objects above set up a dat.GUI folder with respective parameters for quick experiments. As a minimum have a color attribute for each item. For the tetrahedron have also position, scale, rotation attributes as well as visible and wireframe boolean attributes. (**2 pts**)
* . Refactor the tetrahedron creation in its own function and use it to populate a rectangular area of the plane with tetrahedrons in random positions, rotations and scales (as we have done in class with rectangular polyhedron “buildings”) (**1.5 pts**)



# Adding continuous spinning controls for the main tetrahedron and the randomly generated tetrahedrons

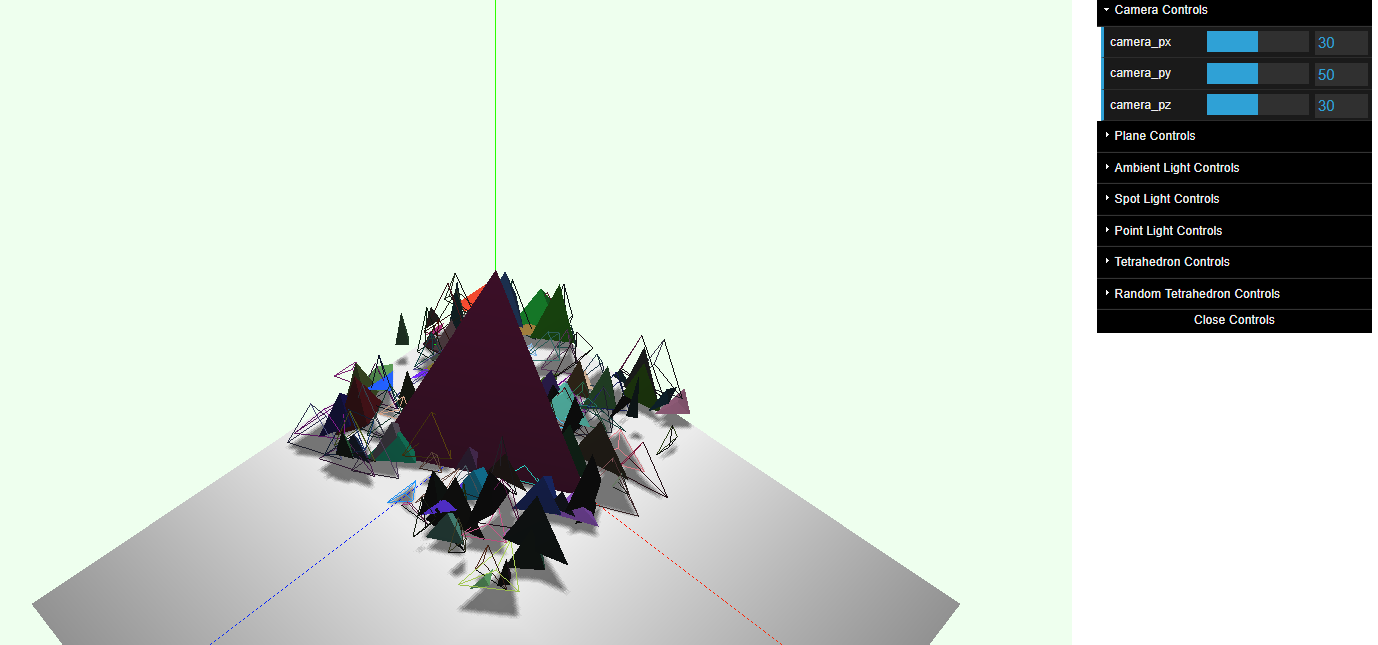




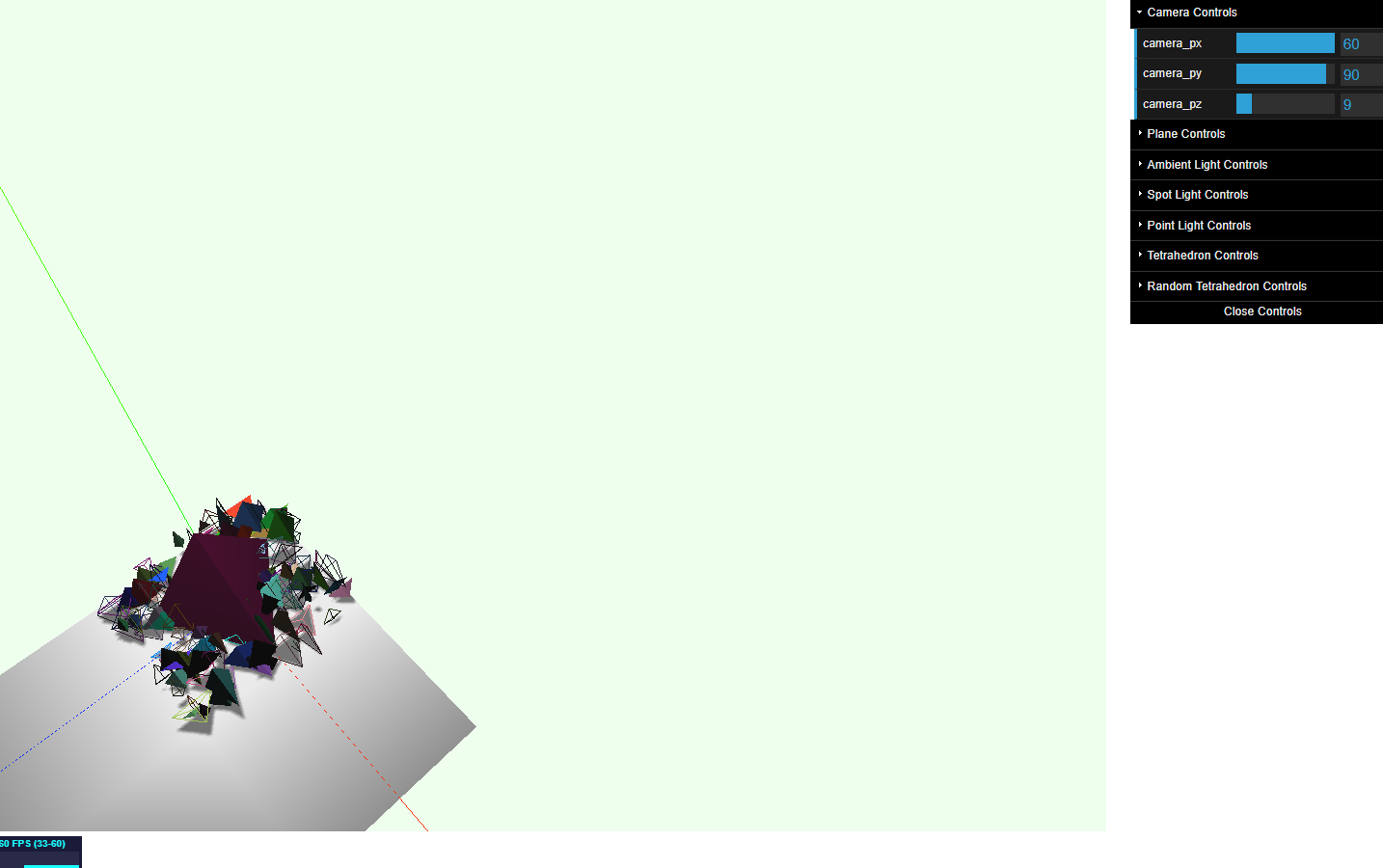
# Demonstration of the controls

## Camera

### Original

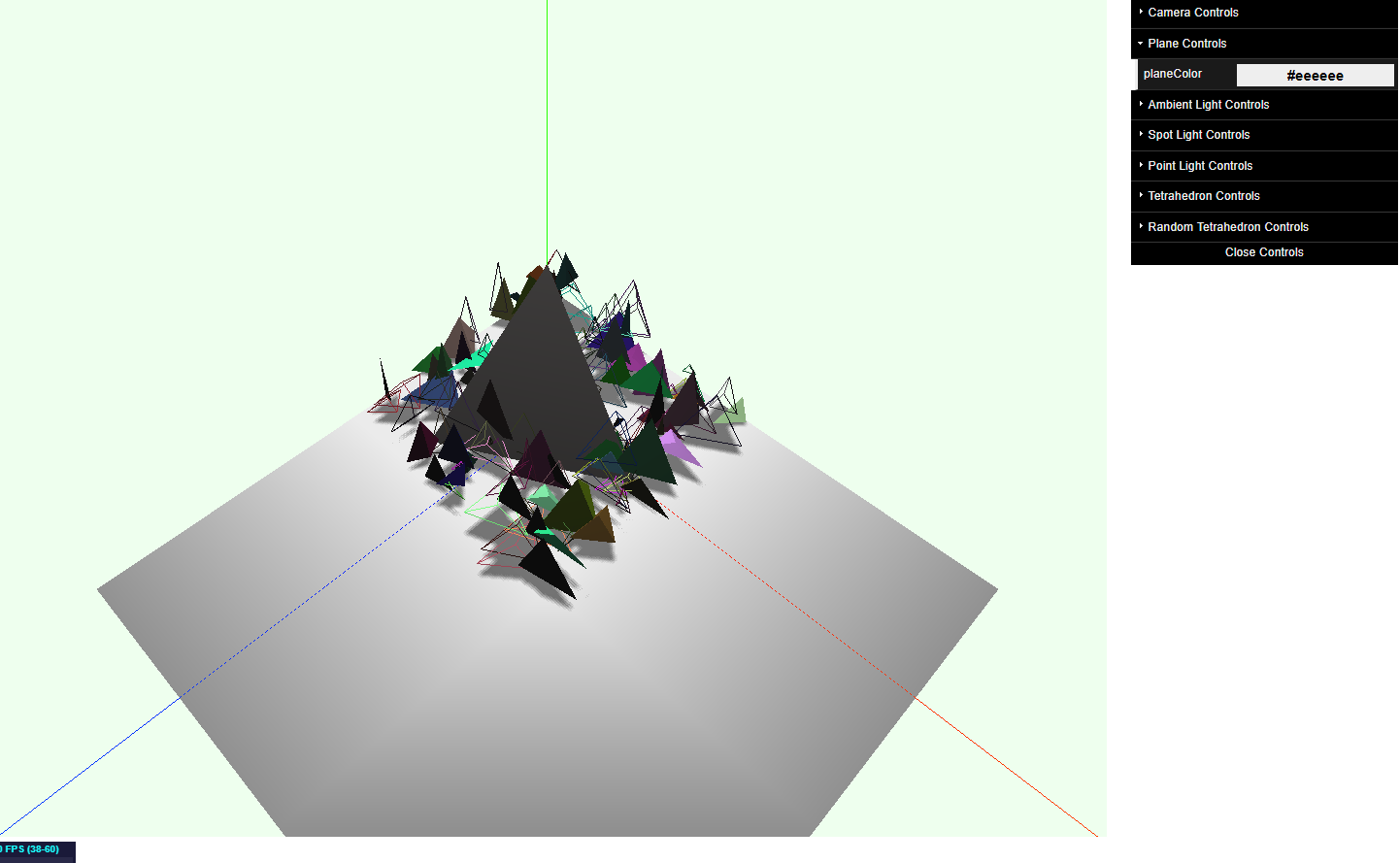


### Using Controls

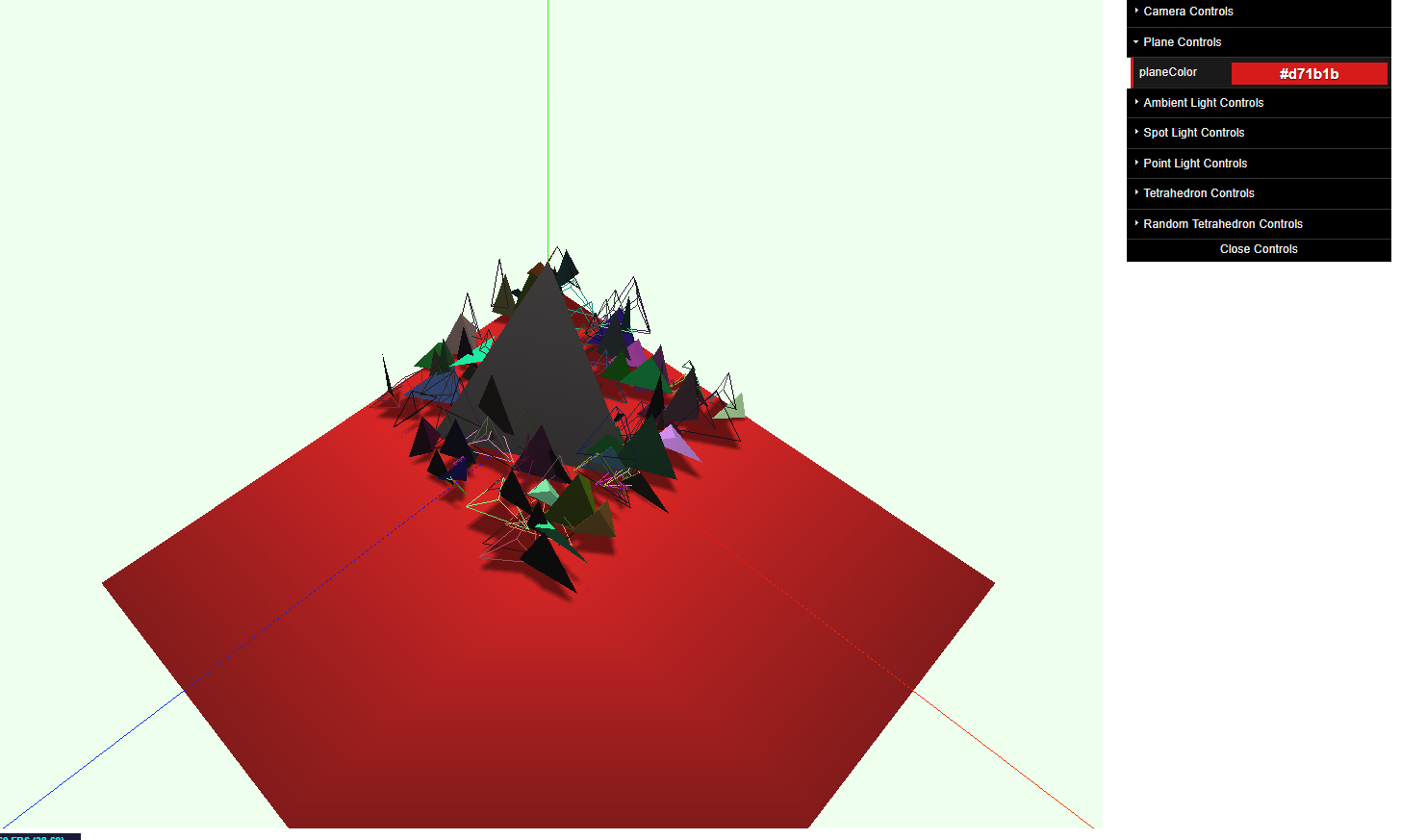


## Horizontal Plane

### Original

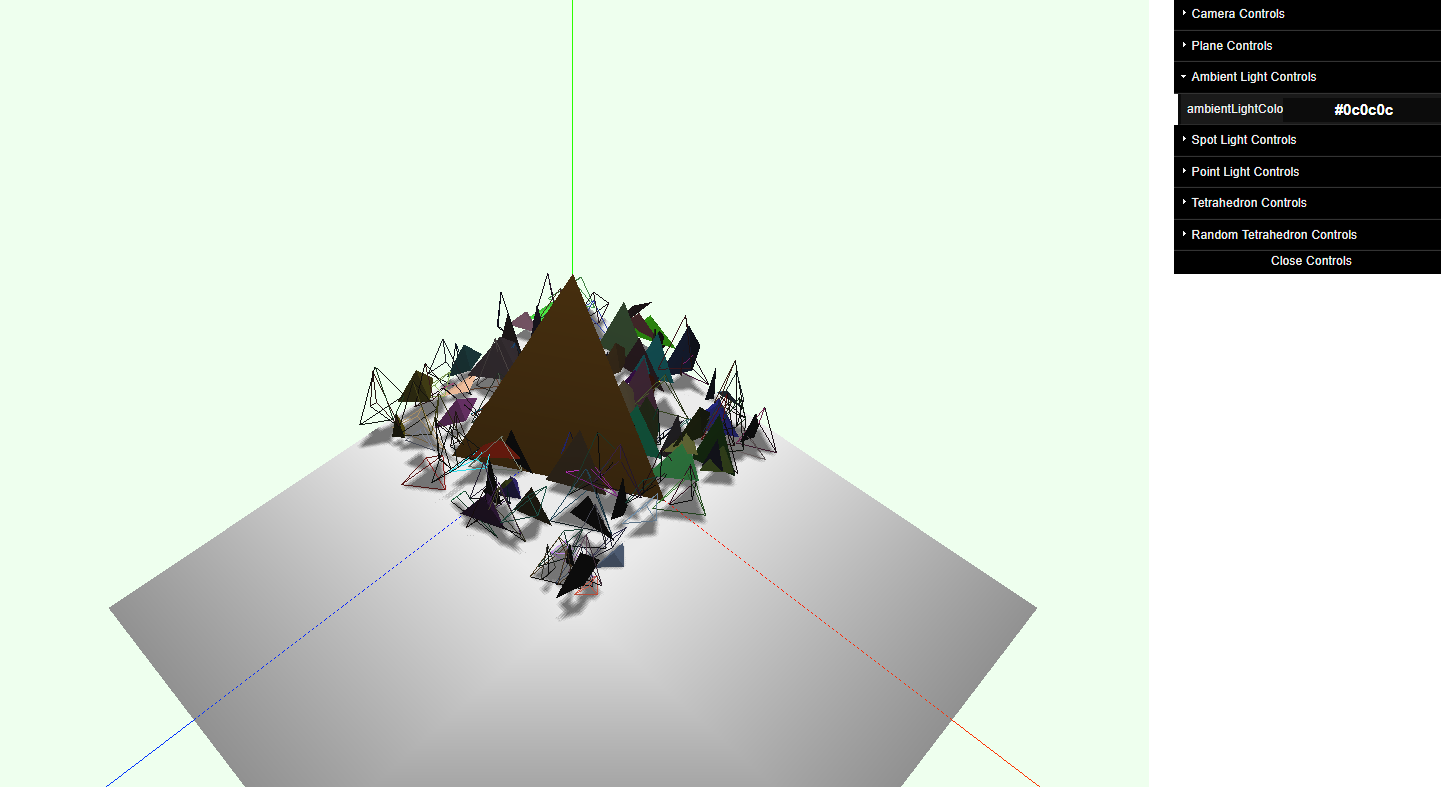


### Using Controls

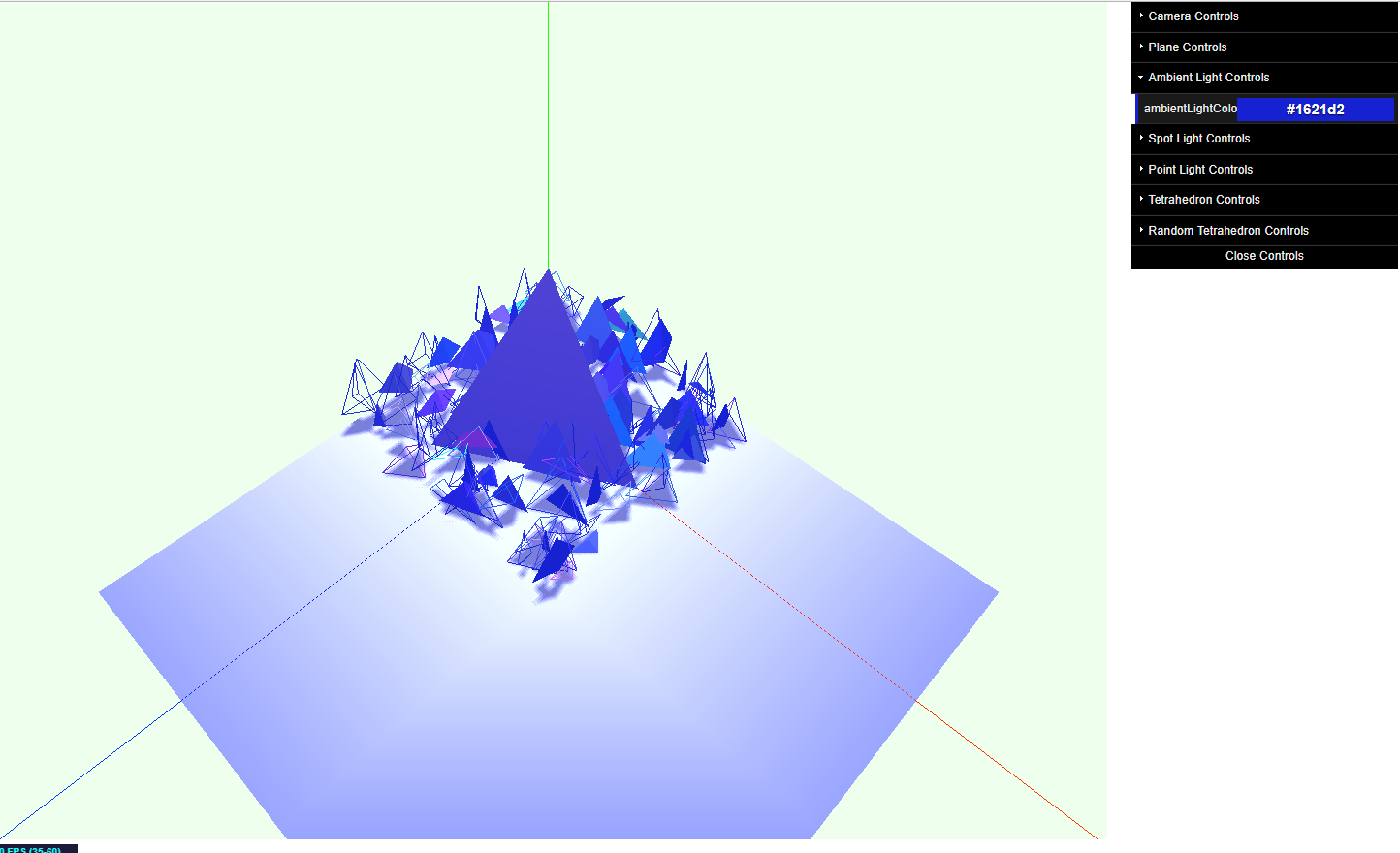


## Ambient Light

### Original

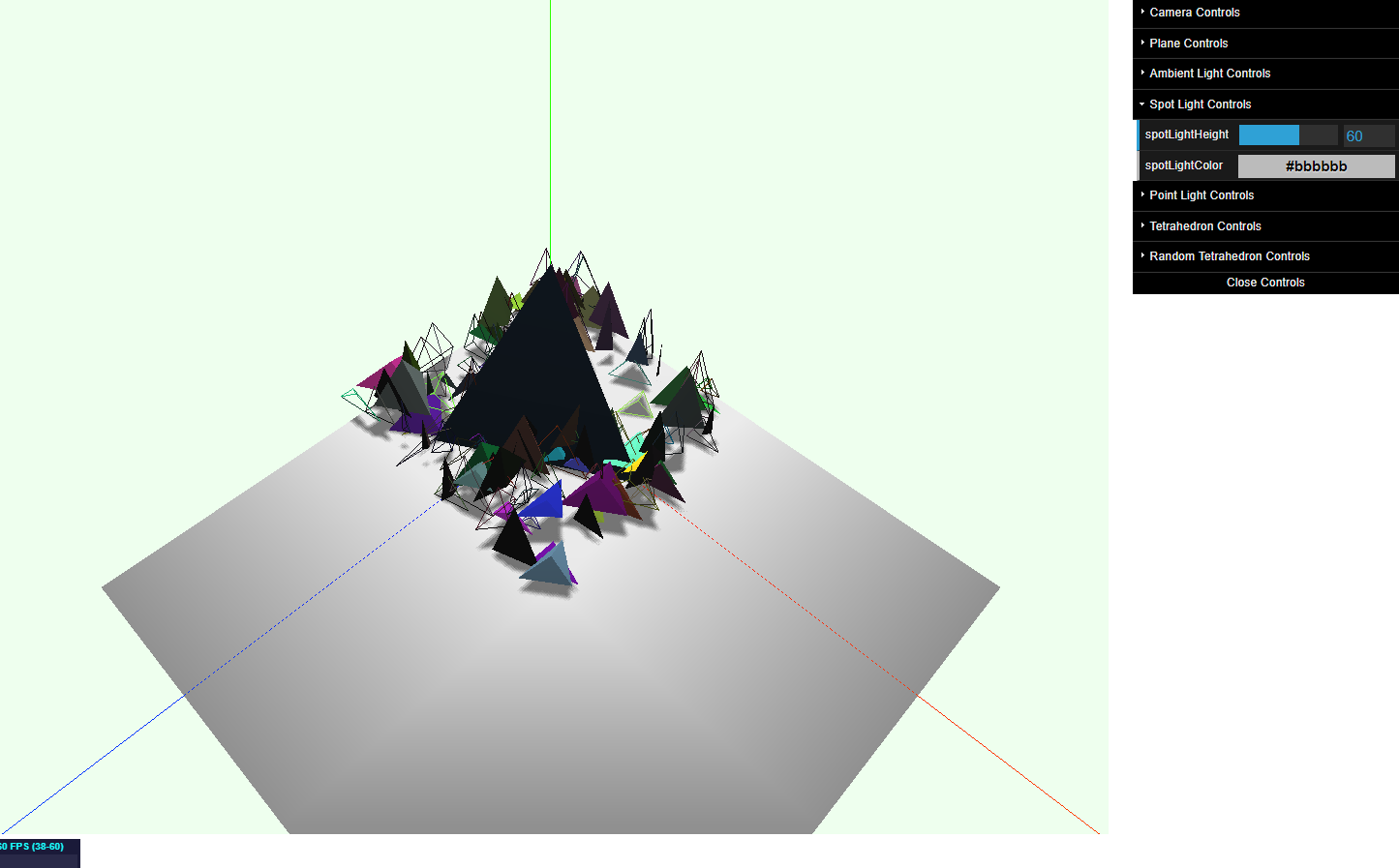


### Using Controls

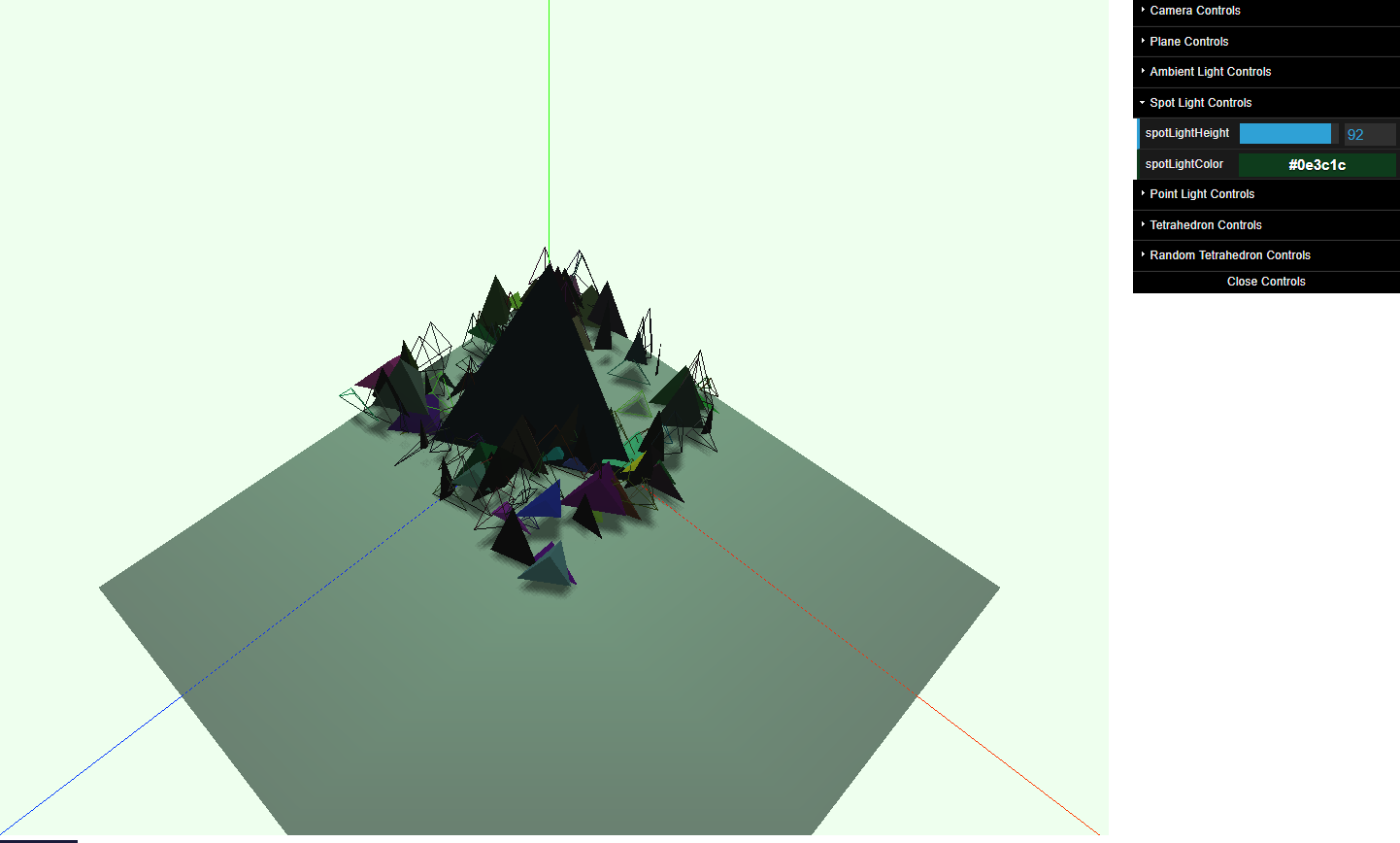


## SpotLight

### Original

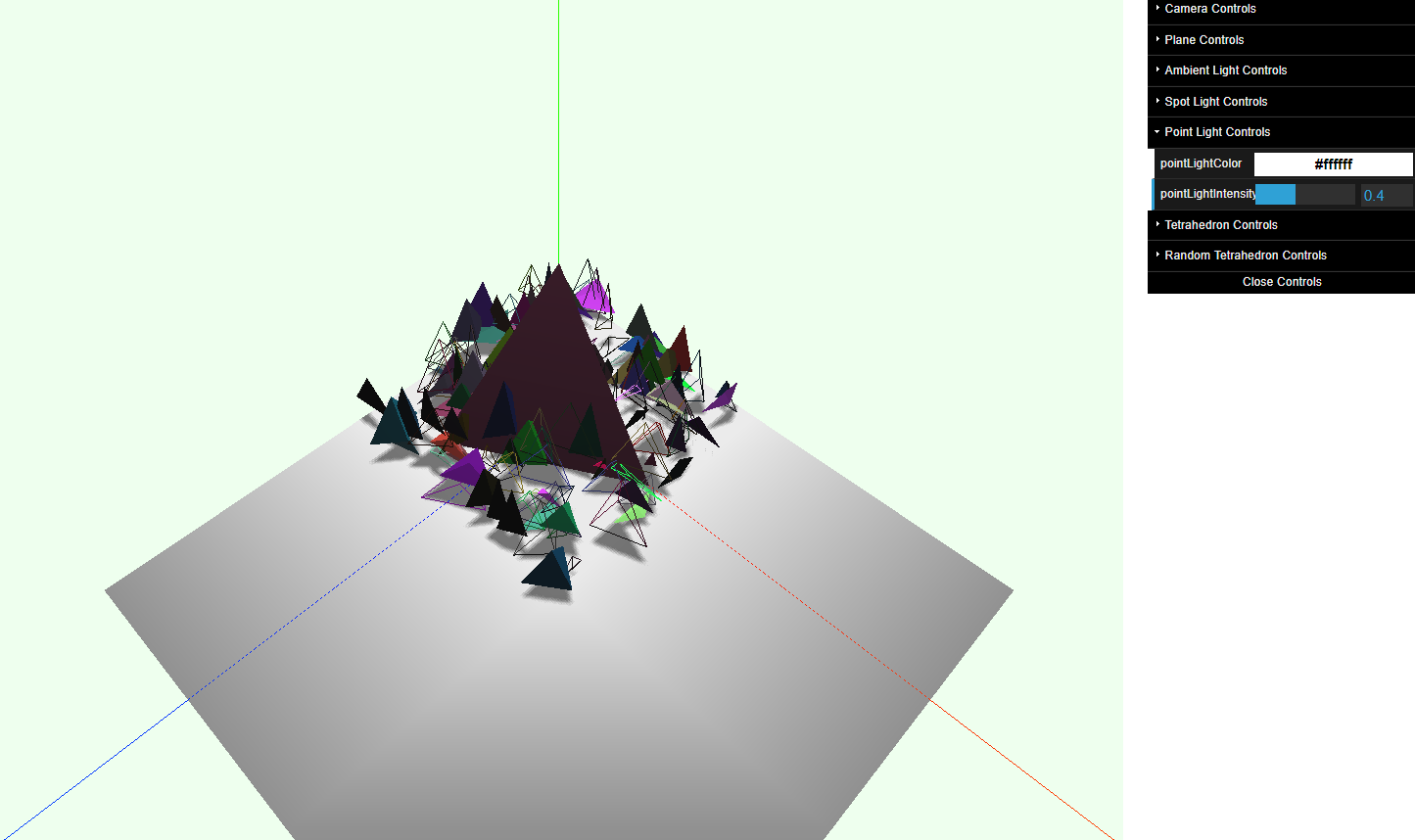


### Using Controls

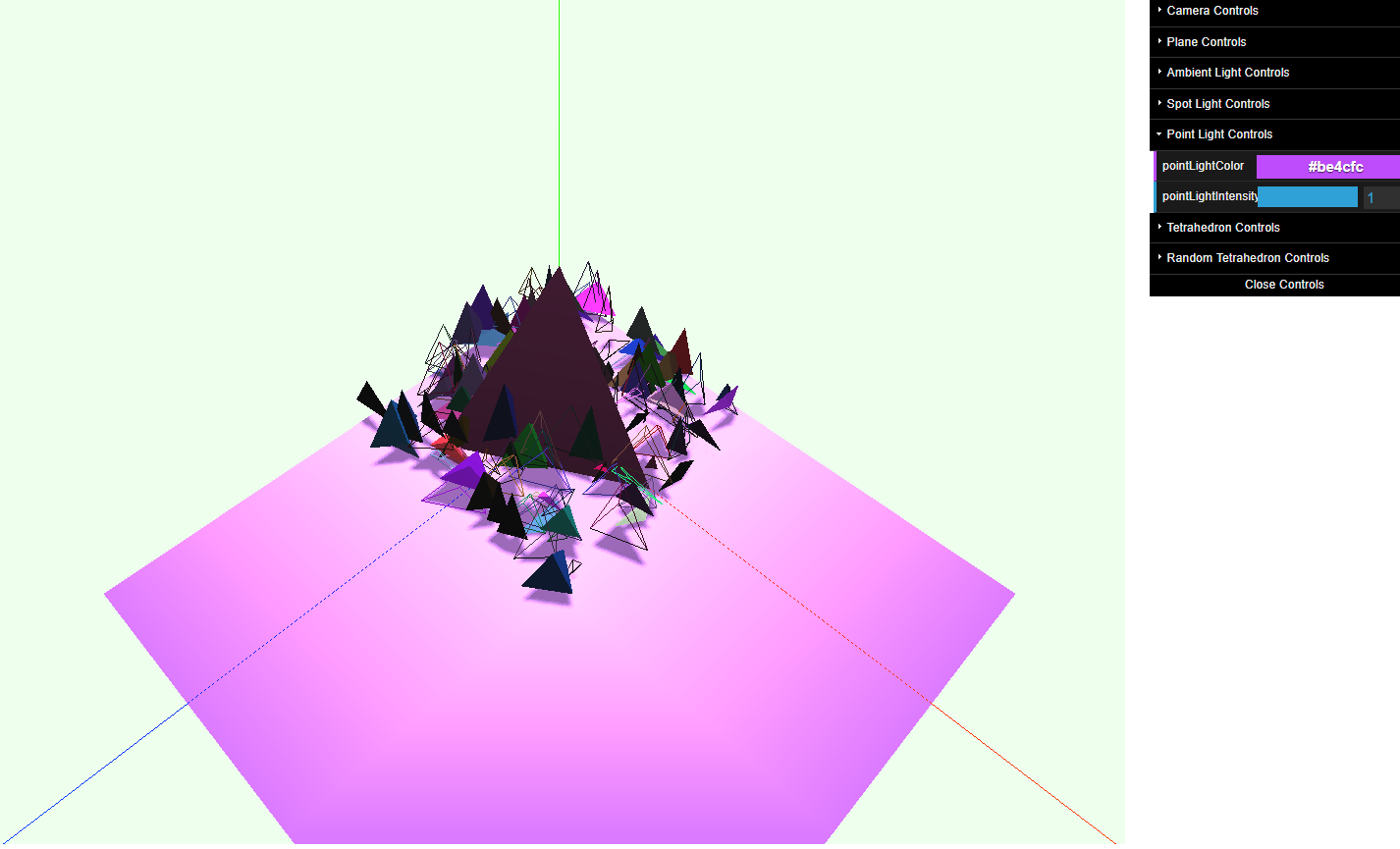


## Point Light

### Original

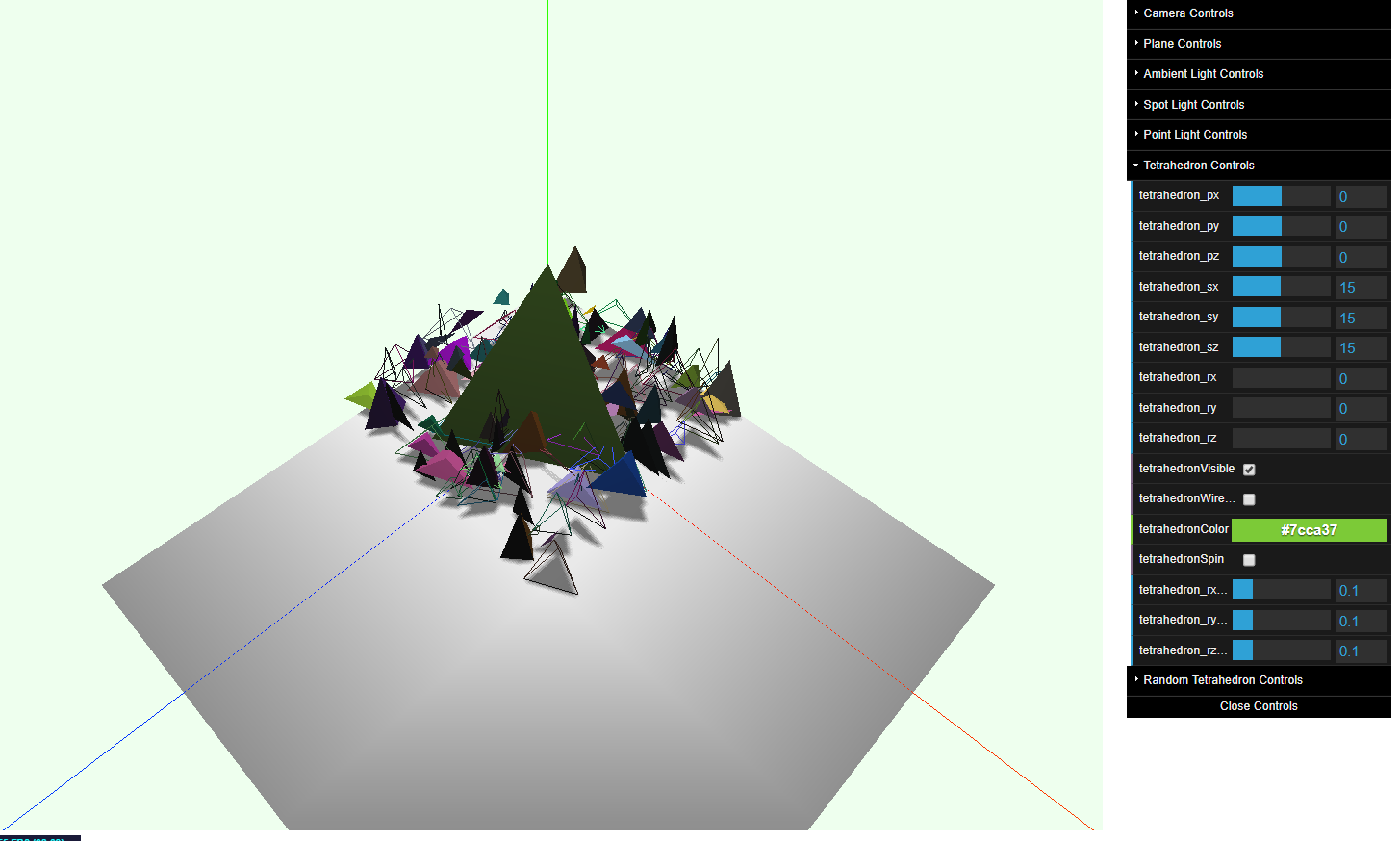


### Using Controls

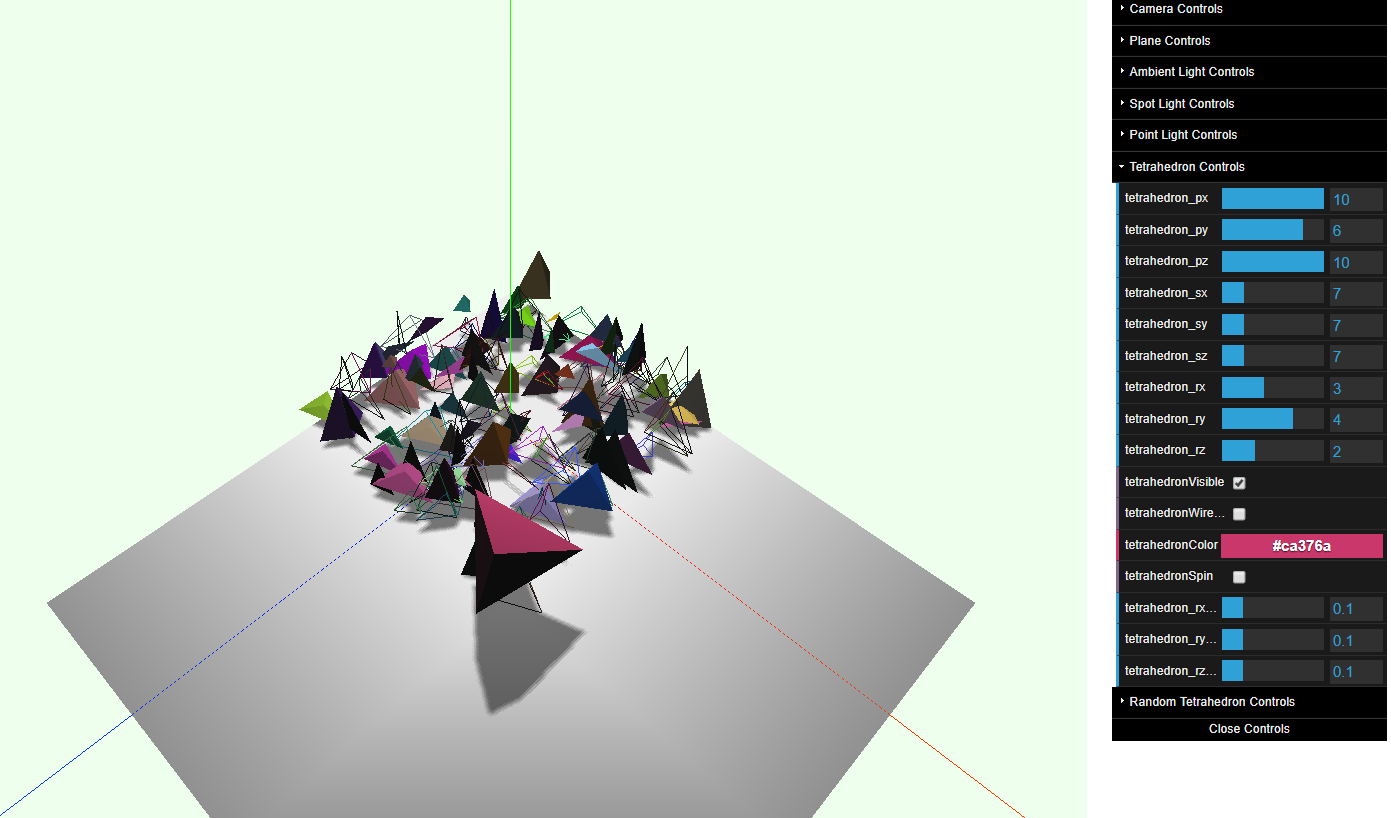


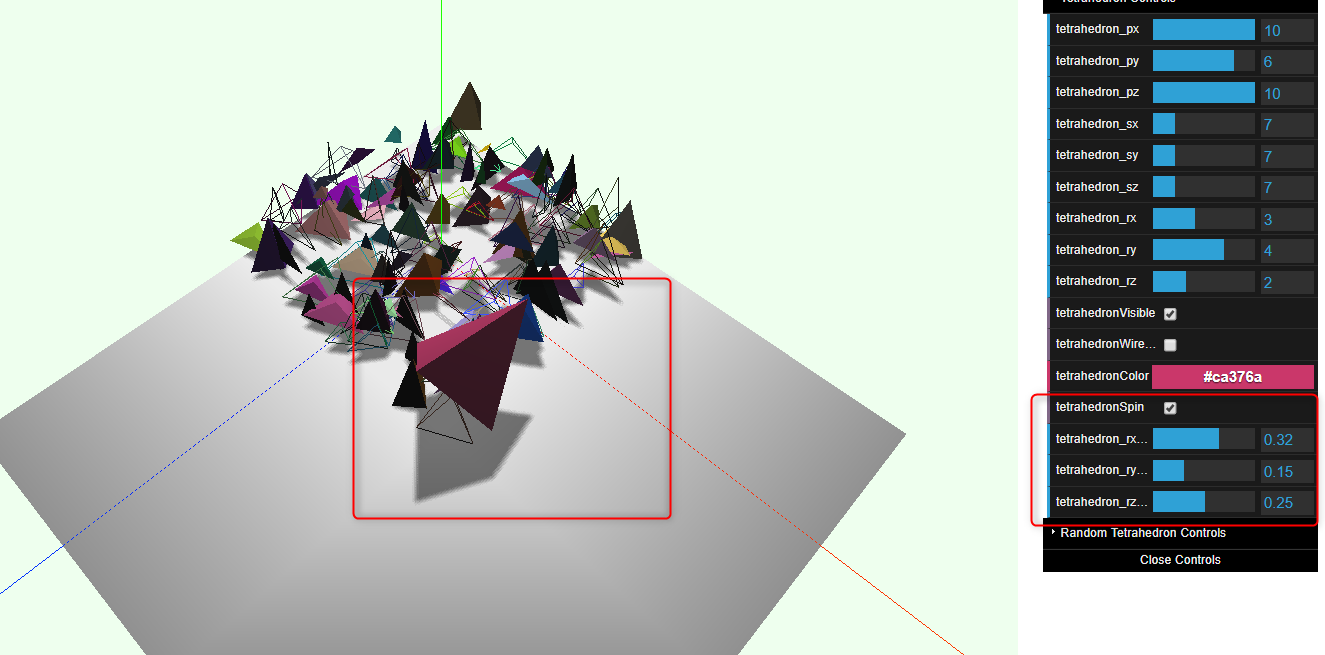
## Regular Tetrahedron

### Original



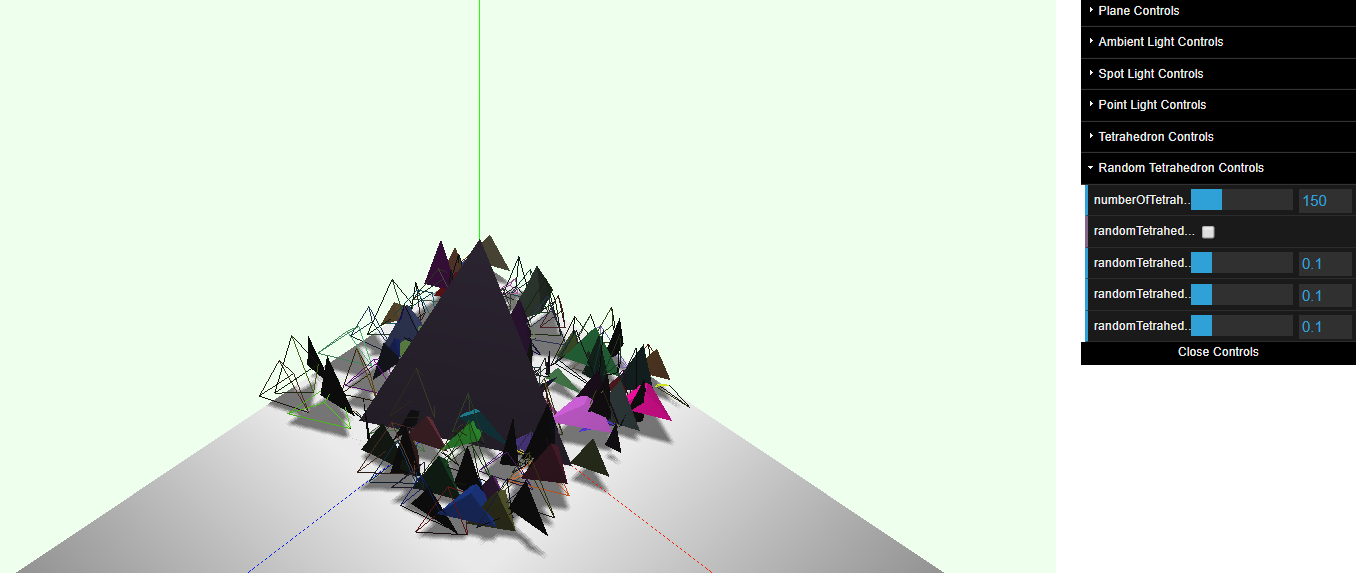
### Using Controls





## Random tetrahedrons

### Original



### Using Controls

