**HW4 Brag Sheet:**  
Michael Panighetti

Interactions:

\* Interactions:

\* - 'up arrow' - Move Forwards

\* - 'down arrow' - Move Backwards

\* - 'right arrow' - Turn Right

\* - 'left arrow' - Turn left

\* - 'page up' - Look up

\* - 'page down' - Look down

\* - 'd' - Open Door

\* - 'l' - Ceiling Light On/Off

\* - 's' - Lift Window Shades

\* - 'f' - Pick up Flashlight

\* - Right Click for Menu:

\* Launch Orb

\* Event Code Red

\* Event Code Blue

\* Reset Orb

Accomplishments and Challenges:

* Pretty much everything was a challenge. The cube function especially, because that was my bread and butter for the whole design. The normal were… complicated..
* I really like how my outdoor to indoor lighting turned out. When you lift the shades, the room gradually and naturally becomes brighter. The ceiling lamp has a specular shine. When you open the door, it gets even brighter because of the extra light coming in.
* I fit that picture frame texture in at the last minute.

List of features:

* Most of the details are already included in GradingSheet.
* 6 Lights Total
* Animated Shades, Door, Orb, Lighting, and Materials.
* Emissions for ceiling lamp, outdoor lamp, flashlight, cauldron liquid, and orb.
* Appropriate and mostly accurate looking lighting from outdoors and indoors.
* Text on-screen instructions. Interactions.
* Every surface has material array settings.
* Collision for flashlight, cauldron glow, and red-light-dim-to-off when entering the building.
* Color picking down with hidden buffer; door, shades, and light switch.
* Forward, Backward, Turn-Right, Turn-Left, Look-up, Look-down movement.
* Most surfaces are triangle meshes for far better flashlight spotlight accuracy.
* Texture used as a weird painting on the wall. Pre-designed image.
* Cauldron and Flashlight designed with accurate details, many shapes and clipping planes.

References:

* http://www.rgbtool.com/ - For Colors
* Framed Image (Henryk Weyssenhoff - Przeczucie 1893):

https://commons.wikimedia.org/wiki/File:Henryk\_Weyssenhoff\_-\_Przeczucie\_1893.jpg