**WEEKLY REPORT**

For the week beginning 12th of April 2021

**Important Notes:**

* This report is to be submitted by all interns under Aztech Internship Programme.
* **Due Date: By 6.30pm of every Friday**

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| **Day** | **Daily Work Updates** |
| **Monday** | LMS v3 three.js scene   * Selecting and deselecting lights added * Outline on rollover of lights implemented * Remove light added |
| **Tuesday** | LMS v3 three.js scene   * Multi select lights with CTRL + LMB added * Toggle On/Off/Normal added * Created error message display on screen |
| **Wednesday** | LMS v3 three.js scene   * Move to light (camera) function added * Split some functions from scene to separate file * Fixed bugs with error message display and camera * Edit light name added |
| **Thursday** | LMS v3 three.js scene   * Cleaned up code * Selection box for multi select is technically working, but fails to render the box and causes a bug with outlining |
| **Friday** | LMS v3 three.js scene |

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| B. STUDENT REFLECTION/ FEEDBACK |
| * Basic functionality (adding/removing lights, change name, toggle mode etc.) for the three.js scene is complete * UI is a lot cleaner and easier to manage than previous implementation with dat.gui * Advanced features are still lacking – groups, triggers, group colours etc. |

**Submitted by:**

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| **Name :** | **Tan Kok Hwee Murphy** |

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| **Date of Report :** | **16/4/2021** |