**GAM536/DPS936**

**Lab Six**

**Due Date: July, 24**

**In this lab, you are requested to add the following components to your scene:**

* **Light: introduce omni light, sky light and spot lights. It’s a good idea to use spot lights where you need highlight, for instance the locations of holes and flags, initial position of the ball, etc.**
* **Camera: create one camera that provides a top view of the field and another camera that is animated. For animating the camera, create a path for the camera to move along on it and use it as “Path Constraint”.**
* **Animation: Animate the ball through a trajectory path from its initial position. You need to use “Path Constraint” for this part as we discussed in class on Wednesday.**