* Change SpotLight parameters: its position and FOV angle to smaller. Setting shadowCameraVisible to *true*, enables to display lines showing the shadowing area. Please get the image of the light circle on the plane and the objects. This should be done for both materials, i.e.: MeshLambertMaterial and MeshPhongMaterial. It’s worth looking that they behave completely different. For MeshLambertMaterial we need a fine mesh (light is interpolated between vertices). MeshPhongMaterial works directly on pixels and does not need any mesh. Please play with changing these parameters and compare the results with both materials. Choose the one, which you like.

Texto

Descripción generada automáticamente

* Please add another light source, directional or spotlight, but with bigger FOV angle.

Texto

Descripción generada automáticamente

* Check which parameters control shadow casting and shadow receiving. Can you cast a cube shadow on the sphere?

Gráfico, Gráfico de superficie

Descripción generada automáticamente

* Please change the material from MeshLambertMaterial to MeshPhongMaterial in order to get specular lights on the cube and sphere. ncrease shadow.map.width and shadow.map.height parameters to get better results. You may also play with shadow.camera.near, shadow.camera.far and shadow.camera.fov . Make the shadows look nice and natural.
* Please add a transparent cone to a spotlight. This cone should mimic light which we usually see in the fog, when light is diffused on the droplets of water. Partial transparency of such a cone can be achieved using transparent and opacity parameters, when defining materials e.g.

new THREE.MeshLambertMaterial( { opacity:0.6, color: 0x44ff44, transparent:true } );

Interfaz de usuario gráfica, Texto

Descripción generada automáticamenteTry to make the cone move along with the light source.

* Please add more moving objects and more moving, preferabely color, light sources.

Texto

Descripción generada automáticamenteTexto

Descripción generada automáticamenteImagen que contiene Texto

Descripción generada automáticamente

Imagen que contiene Gráfico radial

Descripción generada automáticamente