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CPSC 484

04/26/2017

My proposal is to modify the cherry tree code to make the scene a forest with a car moving through. The scene will have a path through a forest, for the car, which will be a light source to move through. As the car moves through the forest, the light hits the trees and causes it to cast shadows.

At the completion of my project, the program shall have the following attributes:

* A forest consisting of greater than five trees
* The tree trunks shall have some textures
* Moving branches of the tree
* A car object moving through the scene
* The car object shall be a light source
* As the car moves through the forest, the lights shall hit the trees
* As the light hits the trees, there shall be shadow casts of the trees