

- 1) This is the basic scene without any controls which I am going to implement in my final submission of the project. I used perspective camera and given the mouse event to see the whole scene. This is just the trailer for my final project in which I have so many ideas like implementing pointer lock controls to make it like a game.
- 2) I have learnt many things from the first submission of the project like, Cameras, lights, scene, materials, meshes, the rendering loop, the mouse events, the math underneath all these things. I will submit my whole project by just adding controls to the scene in this submission.
- 3) I have implemented random 500 cubes and rendered them by rotating some of them, translating some of them. I have given the different colors to the cubes by taking a random element.
- 4) I have installed several lights in the scene like spot light, hemisphere light and directional light.