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Digital Tim Pours Digital Tea for Digital Maya

Description:
This project shows a scene in which a low-poly version of myself pours tea from a teapot for a low-poly version of my girlfriend Maya. Maya is so overjoyed at this gesture, she is waving her arms up and down, despite not having a cup to actually pour the tea in. The user can manipulate the camera and light position using the sliders below the canvas to change the view of the scene. To run the project, access it using an http server.

Code:
Project3.html - HTML file that allows the user to interact with the animation.
project3.js - javascript file containing all the code needed to display the project in the html file. I found this stackoverflow post helpful to incorporate multiple textures in the scene:
https://stackoverflow.com/questions/11292599/how-to-use-multiple-textures-in-webgl
Timosphere.obj - obj file used to make the "head" spheres. I modeled the sphere in Blender, and mapped my face into it as a texture, then exported it as an obj file. I used this youtube tutorial: https://www.youtube.com/watch?v=JU3cIP9z308
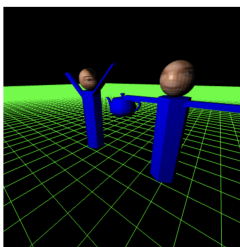
Images:
Lighting from the left, behind the assemblies:
*I think this shows consistent lighting, as the assemblies have visibly different shading given that the camera is at different distances/angles relative to each of the assemblies.
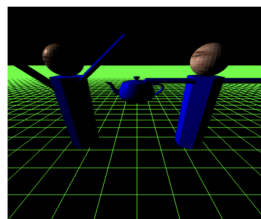
Camera to the right, default light settings: