

MANUAL FOR WEEK 3

- There is a html file called 'week3.html'.
- When opened, it can be seen that a geometrical figure called the "Torus Knot" is seen in the centre. It is placed on a green coloured plane. Both of these shapes are built functions of three.js library.
- The shadow of the torus knot can be seen on the plane.
- I have used 'Spot Light' for creating a shadow of the torus knot. I have also used directional and ambient lights.
- The spot light is constantly moving in the circular path of the 'Spot light' and thus we can see the different types of shadows of the torus knot on the plane.
- Moreover, the cursor should be moved on the screen, from right/left or up/down or vice versa to view the objects from different positions.
- LightHelper is used which helps in debugging of the light radiations. On the page, orange coloured lines can be seen which show the source of the spot light at the current time.