

REPORT FOR WEEK 3

I accomplished the following tasks in the week 2:

1. I have implemented the 3D object 'Torus Knot' using three.js.
2. I have used three kinds of lights namely ambient, directional and spot. They are explained below:
 - Directional Light: A directional light is when light rays are parallel. A bit like when you look at the sun rays on the left. It mostly behaves like a light source very far from us.
 - Spot light: A spot light is when light rays seems to originate from a single point, and spreads outward in a coned direction, like in the dance club.
 - Ambient light: This light globally illuminates all objects in the scene equally. This light cannot be used to cast shadows as it does not have a direction.
3. This week made me familiar with all the above lights and what kind of view and shadows it creates on the canvas.'
4. This will help in the future part of the assignment to implement projections on 3D objects.