

MANUAL FOR WEEK 4

- Due to incompatibility with 'Google chrome', please open my project in 'Mozilla Firefox'. By opening in Firefox only, it will not give the error due to the CROS policy. It is a chrome error.
- There is a html file called 'week4.html'.
- On opening, we see two geometrical figures a cube and a torus knot. The both are placed on a plane which in turn is a cube which is flattened. The shadow of the cube and torus knot can be seen on the plane.
- On all the three objects have different texture and bump effects.
- I have used 'Spot Light' for creating a shadow of the torus knot and the cube. 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.
- Also the torus knot and cube are rotating on its own axis.
- Moreover, the cursor should be moved on the screen, from right/left or up/down or vice versa to view the objects from different angles.
- As the light keeps on rotating a 3D effect is created on the objects due to the bump map effects. The objects looks more vivid