

Open issues

Spot

- Spot is moving
- Spot is displayed as spot

Incorrect/open: View transformation: The spot position/"spotted area" is still dependent on the viewer's lookAt direction

- If we move left/right, everything is OK
- If we move up/down, the spotted area changes.
- On the minimap the spot is also incorrect.

Because our spot is always pointing upside straight down (\downarrow) in the world, it is also displayed \downarrow (also on the minimap – very incorrect solution!).

Our approach (which did not work): do not multiply spot light fragment with modelview matrix, but only with model/scene matrix (no view matrix). Then everything should work correctly, but we were not able to implement this in the right way.