LM 23-2 | William Christian

Tema

> Membuat sebuah scene yang kayak ada di konoha gitu (naruto)

Folder and file desc

Kriteria

- ✓ WebGL Renderer
 - Antilias sudah.
- Perspective Camera
 - Ganti camera pake (c)
- Logic gerak/putar tanpa orbit control
 - mouse click bakal merubah posisi camera
- Material
 - material ada pake basic, phong, standard
- Geometry
 - Cone, Cylinder, Sphere, Box, Circle
- Lightning
 - Directional Light ada 4, Ambient Light, Hemisphere Light
- ✓ Shadow

3d TextText gede dibelakang (William Christian)

✓ Model

Itachi

✓ 1 Buah Mouse interaction

Mouse Click bakal ngerubah camera position

✓ 1 Buat Keyboard Interaction

[w a s d] bakal gerakin itachi

[c] bakal ganti camera

Raycasting

Hover di cone bakal ngerubah warna

✓ SkyBox

ada kayak di tempat perang naruto gitu

✓ Logic Animasi

Bisa gerakin itachi, cone muter2 juga