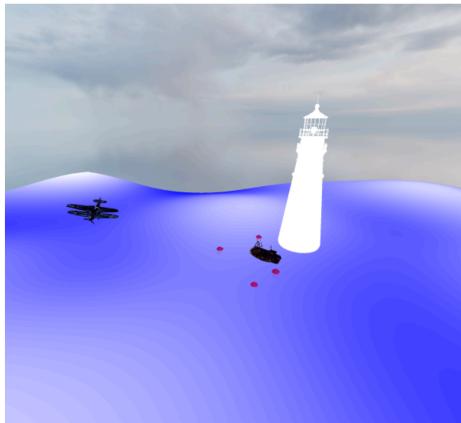


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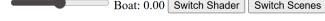
Fisherman's Nightmare

My project is a sea with a fisherman's boat riding past a lighthouse and a bloom of traveling jellyfish under a plane. But if you press the change dream(switch scenes) button it takes you to the fisherman's nightmare. The jellyfish become two sharks then move up and down and chase after the boat, the plane becomes a dragon, and the sea turns red!

My light object is the light house and both scenes. You can control the camera with a mouse to angle it and use WASD to move around. Or you can lock the camera angle by pressing "C", "R" and "F" can also move the camera up and down. If you press "V" you can cycle through focusing on different objects in the scene. Like previously mentioned, the boat can move back and forth by adjusting the slider and if the sharks are on screen they move based on the same slider as well. The skybox also changes based on the current scene. You can also change the shader by pressing the switch shader. You can cycle through the regular flat and light shader, gooch, and phong shaders. The html page also changes colors to reflect the scene on screen.



Controls for camera movement:
WASD forward/backward/left/right, R to go up, and F to go down.
Use your mouse to move change the camera angle.
Press V to focus on Terrain in the Scene.
Press C to lock the mouse controls.
Move the slide to move the boat!

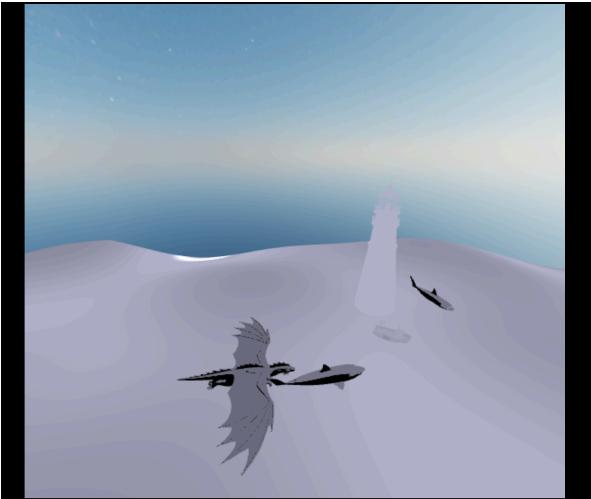




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ZShift: 3.60 [Switch Shader](#) [Switch Scenes](#)



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