

# Com S 336

## Fall 2020

### Homework 6

Please submit an archive on Canvas including the files indicated at the beginning of each problem.

1. *(Please turn in a zip file containing your html and js files and all dependencies (images, models, camera controls, everything except three.js itself) so that we can easily unzip and try it. If we get our act together we will try to post for everyone! Your zip file should also include a README that gives links to all your sources (e.g. sample code from three.js that you reused).)*

Create a scene using three.js. Have fun! Go crazy!

You can do whatever you want, but your scene must include at least the following elements:

- Includes at least 10 objects, at least some of which are hierarchically related.
- Uses at least three types of geometry (cubes, spheres, planes, extrusions, etc.), at least one of which is a model loaded from an OBJ file.
- Has multiple lights.
- Has a skybox.
- Uses texture mapping on something other than the skybox.
- Has controls for the camera
- Has at least one feature that is animated.
- Uses a framebuffer object to do a reflection of an object, or a portal effect, or ?

See the directory **examples/threejsexamples** for all the examples we did in class. Remember you can open them directly without downloading just to see what's what (and examine the code in the browser too). Note that when you download them you may need some items from the **examples/images** directory and at least the teapot from the **examples/models** directory.

Also remember that, although the documentation is a bit sparse, there are hundreds of usage examples demonstrating pretty much every feature of three.js. See <http://threejs.org/>