

## Hwk4 Sconce

NAME: \_\_\_\_\_

	Possible Points	Actual Points	
Basic Functionality (90)			
	a good start	50	_____
	significant progress	70	_____
	good	80	_____
	excellent	90	_____
Style and Documentation (10)			
	missing	0	_____
	fair	5	_____
	good	8	_____
	excellent	10	_____
Total:		100	_____

- Use material and lighting throughout; no `THREE.MeshBasicColor`
- Make your best guess at the material colors.
- In my solution, the `specular` colors are all shades of gray.
- I used 3 lights, and they were all gray lights (that is, no hue). You can adjust the brightness, but you don't need to worry that the light is colored.
- The material of all two walls is the same. The material of the floor and ceiling is different, as is the material of the ball and the sconce.
- Notice that the walls are different shades, despite their equal material
- Notice that the underside of the ball is darkened
- Notice that you can see both the inside and outside of the sconce, but only the inside of the walls, floor and ceiling.
- There's a GUI with three boolean values to toggle the lights. This will help you understand the contribution of each light. You must implement a GUI like that, too. You will not need to rebuild the scene when a value is toggled.