CompSci 94
Scene Change
Oct 24, 2013

Prof. Susan Rodger

world's details

properties | methods | functions

🌐 storeAtmosphereColor =

🌐 storeAmbientLightColor =

create new variable
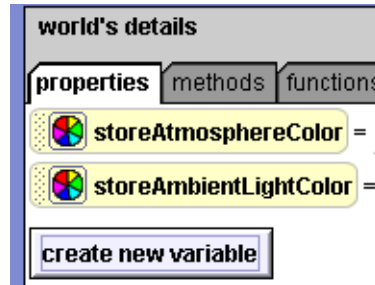
CompSci 94, Fall 2013   1

Announcements

- Read Chapter 9.1 for next time, RQ due
- Assignment 6 out and due Nov. 5
- Today
  - Lecture on setting up multiple scenes, and scene changes

CompSci 94, Fall 2013   2

Scene Change

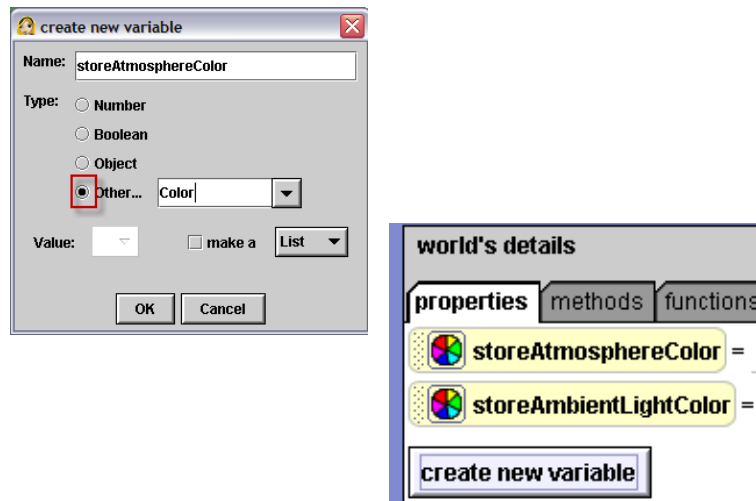CompSci 94, Fall 2013   3

Scene Change Highlights

- Import in other ground textures
- Fade to black, fade back in
- Must change the atmosphereColor and ambientLightColor to black and then change back
- Need to STORE THE OLD color values
  - Create a variable for storing the color

CompSci 94, Fall 2013   4

The color property variables

world's details

properties | methods | functions

🌈 storeAtmosphereColor =

🌈 storeAmbientLightColor =

create new variable

Classwork

- Complete the scene change tutorial, then add two more scenes with different backgrounds, so at least 5 different backgrounds are used.
- See the handout.