Due Tuesday Feb 9.
Written portion due in class.
Program due at Midnight

CS 3820 Assignment 3

views

Build a scene with some interesting geometry (perhaps your table from assignment 2).
Add to this scene an object that we will call the "player", but which could be a simple
cube. Now set up keyboard controls to move the player around in the scene. 'a' and 'd'
should rotate the player, and 'w' and 's' should move the player forwards and backwards,
respectively.

Using viewports and the scissor test, render four views of the scene in the four quadrants
of the canvas. Give each quadrant of the window a different background (setClearColor)
so they are easy to distinguish. The four views should be:

(a) A perspective view of the scene, controlled by OrbitControls

(b) A fixed orthographic front view of the scene

(c) A fixed orthographic top view of the scene

(d) The perspective view as seen by the "player"

In the three full-scene views, you should be able to see the player moving around.