

teapot

Find a texture you like, then render the Utah teapot with that texture. Use Lambert or Phong shading so the teapot has some depth. Place it on a plane or box which is rendered in a different texture.

Try to choose textures that give as much realism as possible. Include orbit controls so you can view the scene.

train

Create a “train” that moves around a circular track. The train should have an “engine”, a few identical “cars”, and a “caboose”. The engine, cars, and caboose should be models that you find on the internet, and load into your program. Do not make them with built in geometries. However, they don’t need to look anything like an actual train. You can use any three models you like, as long as they follow each other around the track.

The track can be a simple built-in RingGeometry, which you may texture if you want to.

Include orbit controls.