

Assignment 4: Lights On

This assignment is all about lighting and reflections. The assignment itself is not quite specific (in this context, I may say diffuse): create an environment of multiple objects, and let them be illuminated using the four different kinds of light JMonkey offers:

1. Ambient Light
2. Directed Light
3. Point Light
4. Spot Light

The only conditions for this assignment are:

- All lights must be used, and they must be switchable, separately
- The Spot Light must move through the environment (e.g. to simulate a flashlight)

Possible ideas are: hovering helicopter over skyline with search light, rotating police lights, walking through the maze of assignment 1 but installing torches etc.

This is the last individual assignment!