VRML -1

Assignment 3

Grading Rubric

• **7** Components (DEF Statements) • **3** different types of geometries! • **2** viewpoints • **3** different types of interpolators. • **3** different types of sensors. • add lighting besides the headlight • creativity	40 10 5 15 15 5 10

Total = 100

- flickering/coplanar polygons should not be there
- **To make the headlight OFF in your new assignment, cut and paste the following code section and place at the beginning of your file! Place it right underneath that first line that must *always* be the first line:**
- ```
  NavigationInfo {
      headlight  FALSE
  }
  ```

Note: Your assignments should have at least 7 DEF statements (components) describing the geometry.