Scene Change
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Announcements

• Read Chapter 9.1 for next time, RQ due
• Assignment 6 due Nov 3
• Today
  – Lecture on setting up multiple scenes, and scene changes
Scene Change
Scene Change Highlights

• Import a class with all the ground color 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
The color property variables
Classwork

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