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 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.