Announcements

- Read Chapter 9.1 for next time, RQ due
- Assignment 6 out and due Nov. 5
- Today
  – Lecture on setting up multiple scenes, and scene changes

Scene Change Highlights

- Import in other ground 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
Classwork

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