Scene Change
Oct 24, 2013

Prof. Susan Rodger
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

CompSci 94, Fall 2013
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
The color property variables

- **Name:** storeAtmosphereColor
- **Type:** Other (Color)
- **Value:**

```
properties
storeAtmosphereColor = 
storeAmbientLightColor = 
create new variable
```

```yaml
world's details
```

CompSci 94, Fall 2013
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.