257 / 757	Day:	Tue 2.4.14
Programming in the Arts with Processing	Due:	In Class
In Class Exercise #6	Goal:	Your Initial 3D Experience

Course Web Site:

http://www.andrew.cmu.edu/course/60-257/

Reading:

Posted on the calendar web page available from the link shown above.

Assignment:

Use the code on the next page as your starting code.

The definition of the function **placeShapes()** is incomplete – finish defining it to display the following:

1. _____ Draw a 30 pixel box at the (0, 0, 0) point where the three lines intersect.
2. _____ Draw a 20 pixel sphere at the positive end of the RED X axis line.
3. _____ Draw a 20 pixel sphere at the negative end of the GREEN Y axis line.
4. _____ Draw a 20 pixel sphere at the negative end of the BLUE Z axis line.

This is how the window looks before you add code:
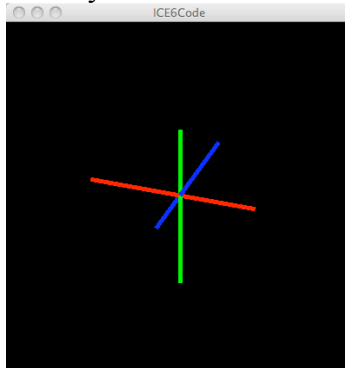
This is how the window should look when you are done:
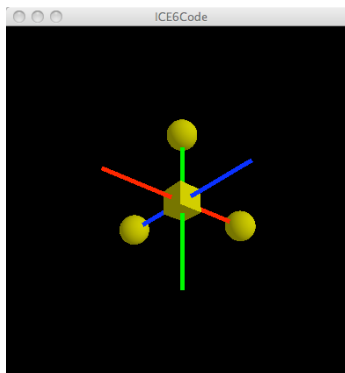
Starting Code:

```
// ICE 6 class code
// The usual comment goes here...
void setup( )
{
    size( 400, 400, P3D );
    background( 0 );
}

void draw( )
{
   prepareWindow( );
   placeShapes( );
}

void placeShapes( )
{

}

void prepareWindow( )
{
    background( 0 );
    translate( width/2, height/2, 0 );

    // rotate +30 degrees around the x Axis
    rotateX( radians( 30 ) );

    // rotate +20 degrees around the y Axis
    rotateY( radians( 20 ) );

    // turn on the light
    lights( );

    stroke( 255, 0, 0 );
    strokeWeight( 5 );
    line( -100, 0, 0, 100, 0, 0 );  // RED x axis line
    stroke( 0, 255, 0 );
    line( 0, -100, 0, 0, 100, 0 );  // GREEN y axis line
    stroke( 0, 0, 255 );
    line( 0, 0, -100, 0, 0, 100 );  // BLUE z axis line
}
```