Lab #1: Irrlicht Tutorial Lab
Due: April 9, 2010 11:59pm

Overview
This laboratory assignment asks that you run each of the tutorials at http://irrlicht.sourceforge.net/tutorials.html (you are also encouraged to run Tutorial 18 at http://irrlicht.sourceforge.net/docu/pages.html). For credit, you will need to make a few modifications to some of the tutorials.

Required Changes

• Tutorial 1: Load the “ninja.b3d” mesh instead of the “sydney.md2” mesh.

• Tutorial 4: When the user presses the ‘c’ key, toggled animated mesh between the “ninja.b3d” mesh and the “sydney.md2” mesh. Change the scale and material if you wish. (Yes, this is kind of a silly change.)

• Tutorial 7: Using an “IMetaTriangleSelector” make it such that the camera will test for collision against the three models in addition to the walls and floor of the level.

• Tutorial 8: Make the fire green. Change the flying light to blue.

• Tutorial 11: Modify the list box to allow selection of ‘Red’, ‘Blue’, and ‘Green’. The selection should modify the color of the tail of the moving light.