CS 371 – Assignment 6
Due: 11:59pm , Friday, December 15
(GGW points will be awarded for stunning effects beyond what is specified below)

First complete the following story by filling in the blanks.

> One day, disturbing absolutely no one, my favorite _____ (interesting object A) was moving along a path in _____ (location of scene). Suddenly out of nowhere, swinging on a _____ (elliptical, circular, parabolic) arc came a _____ (interesting object B). It crashed into my _____ (interesting object A again), sending bits and pieces flying everywhere.

You will create a POVray movie that animates the above story. In doing so:
- Make sure that at least one of the objects in your movie is constructed using CSG or isosurfaces.
- Make sure that at least one object is reflective and at least one object is refractive.
- Make sure that a suitable particle system is used to "send bit and pieces flying everywhere".

In case you want to use some random value between A and B (where $A < B$) in your scene:

```
#declare RAND1 = seed(54321*(clock + 0.5));
#declare RANDOM_VALUE = (B - A) * rand(RAND1) + A;
```

What do you have to "hand in" to the Assignment 6 dropbox? A zip archive containing:
- The POVray source file you used to create your animated gif file. I will read it to see what you have done, but I will not under any circumstances re-render your movie, so be sure you also hand in . . .
- Your animated gif file
- A HTML page that minimally contains:
  - The above story with the blanks filled in
  - An embedded animated GIF that is the result of rendering your POVray movie. To create such an embedded animation, use the HTML *img* tag, as in

    ```
    <img src="foo.gif"/>
    ```

    where *foo* is the name of your GIF file.
  - Documentation of any features worthy of GGW points

In case you want to view your animated GIF apart from a Web browser, you can use the *Gimp*. After opening your animated GIF in the Gimp, in the "Filters" menu there is an "Animation" sub-menu, with a selection for "Playback"