

CAPH.WUI.ENGINE.RENDERING.LAMBERTMATERIAL

A material for non-shiny (Lambertian) surfaces. Using a LambertMaterial will keep light from reflecting off from the surface. In many cases, 3D Object created with LambertMaterials focus on the structure, rather than the aesthetic. LambertMaterial is evaluated per vertex.

Contents

Constructor

LambertMaterial

Methods

build

LambertMaterial

Constructor

LambertMaterial	
Description	
Material 'LambertMaterial' method allows you to create a material for non-shiny (Lambertian) surfaces . This method doesn't take any argument	
Emulator Support	Y
SDK Constraint	None
Example	
<pre>var AccRendering = caph.wui.engine.rendering; var basePage = new AccRendering.BasePage(); var geometry = new AccRendering.CubeGeometry().build(100, 100, 100); var matrial = new AccRendering.LambertMaterial(); var object = new AccRendering.Mesh3d(geometry, matrial.build({ color: Math.random() * 0xfffff, opacity: 0.5 })); basePage.add(object); var renderer = new AccRendering.CanvasRenderer(); renderer.render(basePage);</pre>	

Methods

build
Description
Build a Lambertian material to use

Parameters	<ul style="list-style-type: none"> ■arg - Object - Arguments to create a THREE.MeshLambertMaterial. Refer to http://threejs.org/docs/#Reference/Materials/MeshLambertMaterial
Return	<ul style="list-style-type: none"> ■Object - An instance of THREE.MeshLambertMaterial
Emulator Support	Y
SDK Constraint	none

Example

```
var AccRendering = caph.wui.engine.rendering;

var basePage = new AccRendering.BasePage();

var geometry = new AccRendering.CubeGeometry().build(100, 100, 100);

// Create a factory
var matrial = new AccRendering.LambertMaterial();
// Call material.build() to build a THREE.MeshLambertMaterial
var object = new AccRendering.Mesh3d(geometry, matrial.build({ color: Math.random() * 0xfffff, opacity: 0.5 }));

basePage.add(object);

var renderer = new AccRendering.CanvasRenderer();
renderer.render(basePage);
```

LambertMaterial

Description

(Constructor) Material 'LambertMaterial' method allows you to create a material for non-shiny (Lambertian) surfaces . This method doesn't take any argument

Parameters	<ul style="list-style-type: none"> ■Void
Return	<ul style="list-style-type: none"> ■Object - A factory to create LambertMaterial
Emulator Support	Y
SDK Constraint	none

Example

```
var AccRendering = caph.wui.engine.rendering;

var basePage = new AccRendering.BasePage();

var geometry = new AccRendering.CubeGeometry().build(100, 100, 100);

var matrial = new AccRendering.LambertMaterial();
var object = new AccRendering.Mesh3d(geometry, matrial.build({ color: Math.random() * 0xfffff, opacity: 0.5 }));

basePage.add(object);

var renderer = new AccRendering.CanvasRenderer();
renderer.render(basePage);
```