

## Exercise #6: Lighting and Interpolator Behavior

Download and extract files from [exercise6.tar.gz](http://exercise6.tar.gz). The program `FireballTest.java` takes `r` key as the input to rotate the objects. In addition, the fire ball rotates continuously around the plane normal at a constant speed of two complete turns per second. Modify this program to provide the following features:

1. Make the rotating fire ball move, along the surface normal, toward and away from the plane in the range of zero and  $0.6$  meters and at a speed of ten seconds for a round trip.