Exercise #8: Transparency and More Texture Mapping

Modify the 'FireballTest.java' file that you finished in Exercise 7, and create a 'TransparencyTest.java' file that has the following additional features:

1. Map *mona0.jpg* onto the plane.

2. Make the transparency of plane changing from opaque to invisible when the fireball moves away from the plane, and from invisible to opaque when the fireball moves close to the plane.

   Hint: You will need to use the TransparencyInterpolator *to control the change of transparency.*