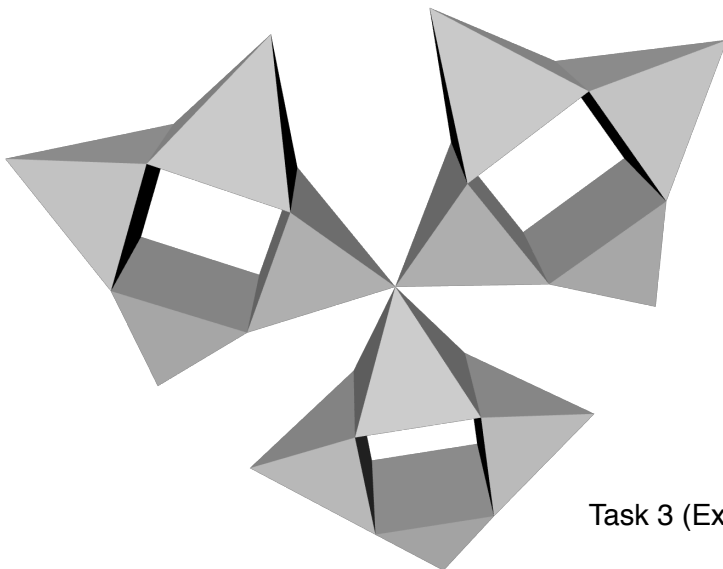
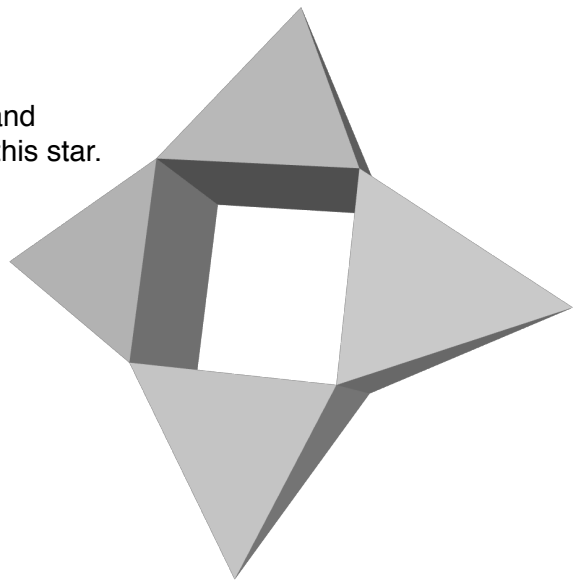


Task 1 - Make a square based pyramid using an IndexedFaceSet.

Task 2 - Use nested Transform nodes (Translation and Rotation) and referencing (DEF and USE) to make this star.



Task 3 (Extension) - Use Groups to make this star monster.

N.B. Be sure to have the demonstrator assess your work before you leave.