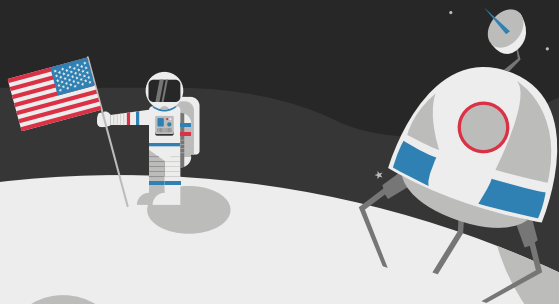


As fases da lua

Prof. Me. Marco Diego Aurelio Mesquita





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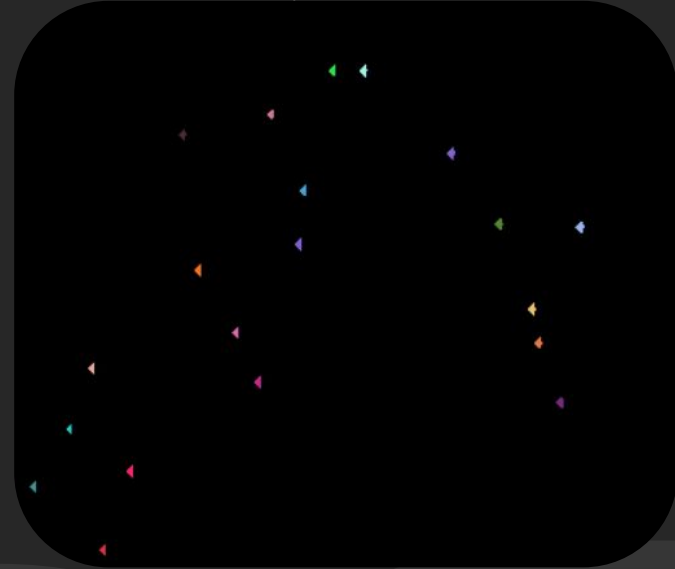
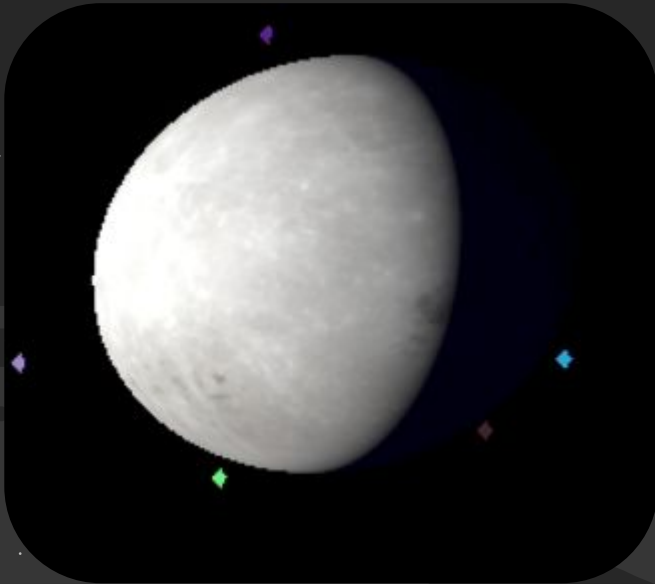


01

Múltiplos objetos

Geometrias

SphereGeometry



OctahedronGeometry



Interação 02

Animação 03

Tecla “ArrowRight”



LUA NOVA

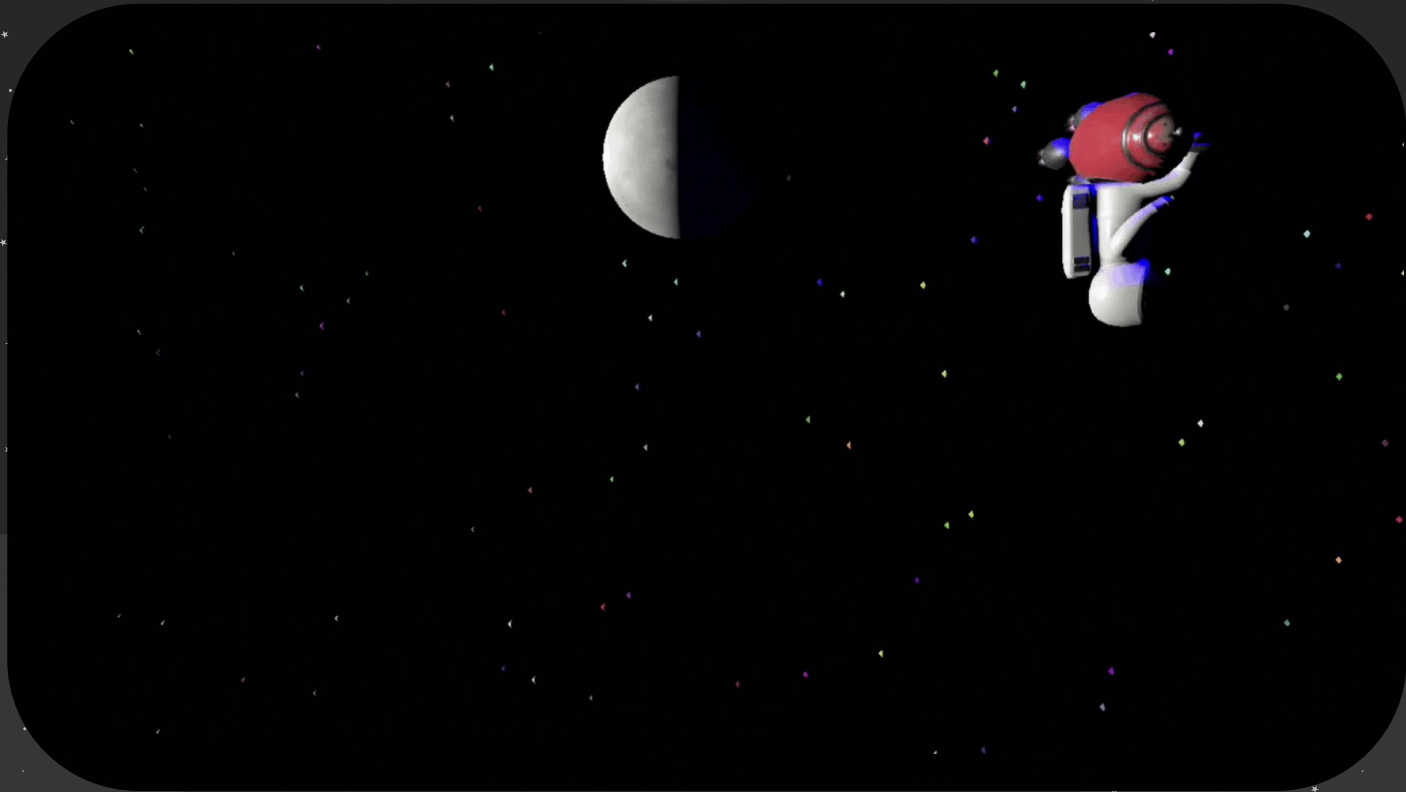
Tecla “Espaço”



Gravidade



Colisão



A large, white, circular moon with numerous gray circles of varying sizes representing craters. It is positioned on the left side of the frame. A dotted white line forms a circular path around the moon. The background is a dark gray space with small white stars and wavy, darker gray shapes at the top and bottom, suggesting a horizon or celestial bodies.

04

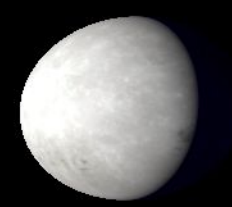
Iluminação

Tipos de luzes

PointLight

AmbientLight

DirectionalLight

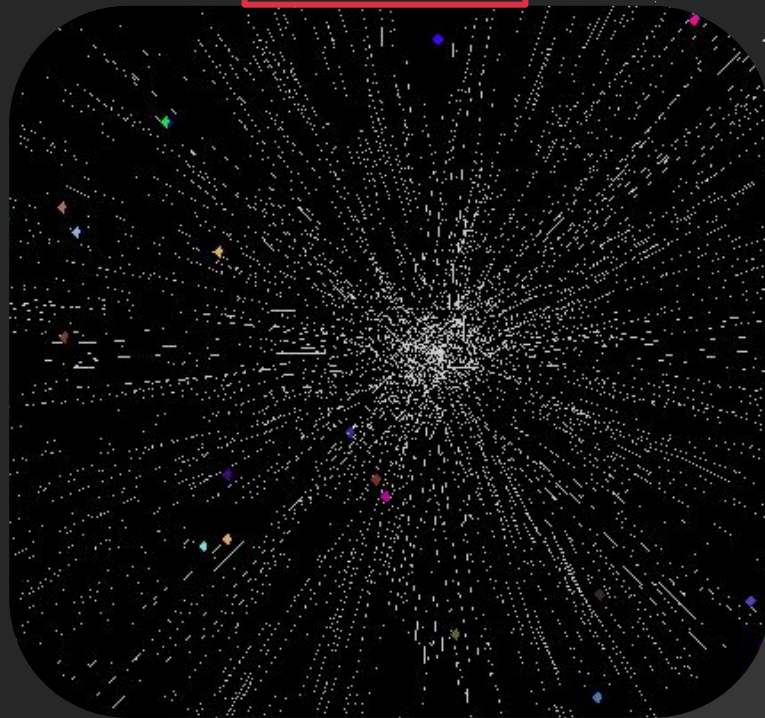


A large, white, circular moon with numerous gray circles of varying sizes representing craters. It is set against a dark gray background with a dotted white line forming a circular path around it. The background also features dark, wavy shapes at the top and bottom, and small white stars scattered throughout.

05

Modelos complexos

Explosão



Astronauta





06

Adicionais

Astronauta



Áudio



Universo



Bomba

```
//Audio
const listener = new THREE.AudioListener();
camera.add(listener);

//Sound of the universe
const sound = new THREE.Audio(listener);
const audioLoader = new THREE.AudioLoader();
audioLoader.load('sounds/universe.ogg', function (buffer) {
    sound.setBuffer(buffer);
    sound.setLoop(true);
    sound.setVolume(0.2);
    sound.play();
});
```

Textura

Mapa do objeto



```
const moonTexture = new THREE.TextureLoader().load("images/moon_map.jpg");
```

Versionado via Git e GitHub



Contribua com a construção do nosso universo
deixando sua estrela no repositório do projeto!



Obrigada!

Alguma pergunta?

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Repositório

https://github.com/Geisa-mg/Fases_da_lua

