# Answer Key

| Question Number | Question | Answer |
|---|---|---|
| 1 | What type of geometry do we use to create a pyramid? | C |
| 2 | Which type of material creates a flat plane that can be distorted? | D |
| 3 | When applying a custom shader using vertex and fragment shaders, what is the method that can only be applied to buffer geometry? | C |
| 4 | What properties of a mesh must be set to true in order for it to cast and receive shadows? | B |
| 5 | From our 360-degree viewable scene, what function(s) are needed in order to get the camera to rotate? | D |