

Section 3: Working With Three.js

Q1. What type of geometry do we use to create a pyramid?

- a. Triangle
- b. Line
- c. Cylinder
- d. Pyramid

Q2. Which type of material creates a flat plane that can be distorted?

- a. Plane
- b. LineBasic
- c. CircleBuffer
- d. Parametric

Q3. When applying a custom shader using vertex and fragment shaders, what is the method that can only be applied to buffer geometry?

- a. .addVertex
- b. .BufferAttribute
- c. .addAttribute
- d. .vertexDisplacement

Q4. What properties of a mesh must be set to true in order for it to cast and receive shadows?

- a. .showShadow & .receiveShadow
- b. .castShadow & .receiveShadow
- c. .castShadow & .shadowingBegin
- d. .shadowCast & .shadowReceive

Q5. From our 360-degree viewable scene, what function(s) are needed in order to get the camera to rotate?

- a. Init()
- b. Render()
- c. Animate()
- d. Both A & C