Taller en clase CHATGPT

Maria Natalia Caro Monroy Preguntas a chatGPT

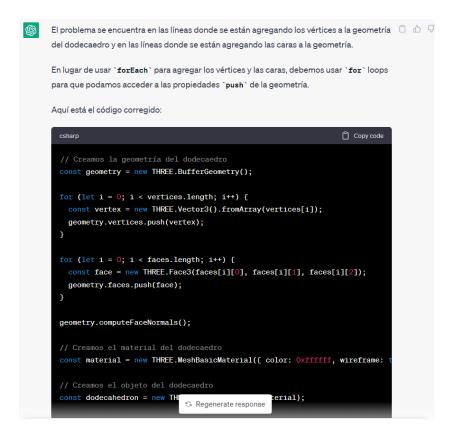
 haz un codigo de three js que cree una figura 3D de 10 caras (dodecaedro) a partir de sus vértices sin animacion completo

```
iClaro! Aquí te dejo un ejemplo de cómo crear un dodecaedro en Three.js a partir de sus
                                                                                 vértices:
                                                                    Copy code
 javascript
 const scene = new THREE.Scene();
 // Creamos una cámara
 const camera = new THREE.PerspectiveCamera(75, window.innerWidth / window.in
 camera.position.z = 5;
 const renderer = new THREE.WebGLRenderer();
 renderer.setSize(window.innerWidth, window.innerHeight);
 document.body.appendChild(renderer.domElement);
 // Creamos los vértices del dodecaedro
 const vertices = [
   [0, 1.618, 1.618], [0, 1.618, -1.618], [0, -1.618, 1.618], [0, -1.618, -1
   [1.618, 1.618, 0], [1.618, -1.618, 0], [-1.618, 1.618, 0], [-1.618, -1.618
   [1.618, 0, 1.618], [1.618, 0, -1.618], [-1.618, 0, 1.618], [-1.618, 0, -1
 ];
 // Creamos las caras del dodecaedro
 const faces = [
   [0, 1, 4, 7, 8], [0, 1, 5, 9, 10], [1, 2, 6, 11, 4], [2, 3, 7, 12, 6],
   [3, 0, 8, 13, 5], [9, 12, 7, 4, 11], [9, 5, 1, 0, 13], [2, 6, 11, 4, 7],
   [10, 13, 8, 7, 12], [10, 9, 13, 5, 0]
                               G Regenerate response
```

Corrige este error

```
Main.js:57 Uncaught TypeError: Cannot read properties of undefined (reading 'push') at Main.js:57:35 at Array.forEach (<anonymous>) at Main.js:57:7
```

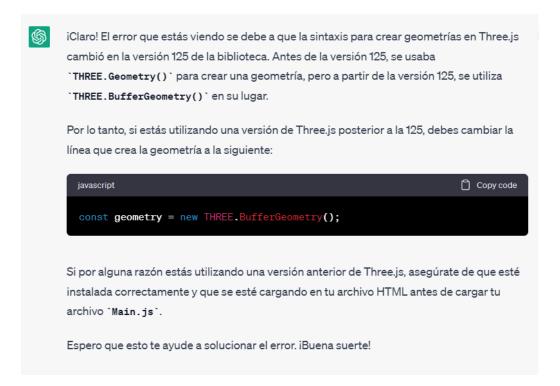
Respuesta



Error #1

```
DevTools is now available in Spanish!
Always match Chrome's language | Switch DevTools to Spanish | Don't show again
                                                               01 31 4
Elements Console
                                 Sources Network >>>
Page Filesystem >> III Figura10caras.htm X
                                1 <script>
 + Add folder to workspace
                                3 // Crear la escena
                                 4 var scene = new THREE.Scene(); ⊗
                                 6 // Crear la cámara
                                 7 var camera = new THREE.PerspectiveCamera(75, wir
                                8 camera.position.z = 5;
      Sync changes in
                               10 // Crear el renderizador
     DevTools with the
                               11 var renderer = new THREE.WebGLRenderer();
      local filesystem
                               12 renderer.setSize(window.innerWidth, window.inner
                               13 document.body.appendChild(renderer.domElement);
     Learn more about
                               15 // Crear los vértices de la figura
       Workspaces
                               16 var vertices = [];
17 vertices.push(new THREE.Vector3(-1, -1, 0));
18 vertices.push(new THREE.Vector3(-1, 1, 0));
                                19 vertices.push(new THREE.Vector3(1, 1, 0));
                             {} Line 4, Column 13
                                                                      Coverage: n/a
```

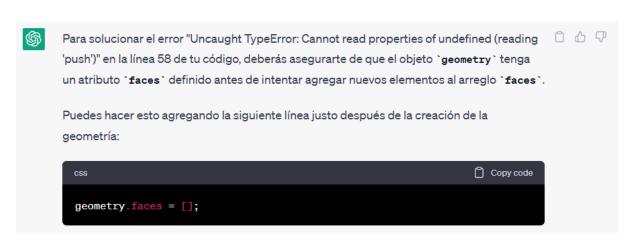
Corrección



Error #2

```
Uncaught TypeError: Cannot read properties of undefined (reading Main.js:58 'push')
at Main.js:58:21
```

Corrección



Error #3