Parcial 2 Computación Grafica

Ya contaba con un código que generaba una cubo en medio de la escena que giraba en lentamente en direcciones aleatorias, trabajare sobre ese código:

**CODIGO 1:**

<!DOCTYPE html>

<html lang="es">

<head>

<meta charset="UTF-8">

<meta name="viewport" content="width=device-width, initial-scale=1.0">

<title>Cubo 3D con Three.js</title>

<style>

body { margin: 0; }

canvas { display: block; }

</style>

</head>

<body>

<script src="https://cdnjs.cloudflare.com/ajax/libs/three.js/r128/three.min.js"></script>

<script>

const scene = new THREE.Scene();

const camera = new THREE.PerspectiveCamera(75, window.innerWidth / window.innerHeight, 0.1, 1000);

const renderer = new THREE.WebGLRenderer();

renderer.setSize(window.innerWidth, window.innerHeight);

document.body.appendChild(renderer.domElement);

const geometry = new THREE.BoxGeometry();

const materials = [

new THREE.MeshBasicMaterial({ color: 0xff0000 }),AC-03OCT

new THREE.MeshBasicMaterial({ color: 0x00ff00 }),

new THREE.MeshBasicMaterial({ color: 0x0000ff }),

new THREE.MeshBasicMaterial({ color: 0xffff00 }),

new THREE.MeshBasicMaterial({ color: 0xff00ff }),

new THREE.MeshBasicMaterial({ color: 0x00ffff })

];

const cube = new THREE.Mesh(geometry, materials);

scene.add(cube);

camera.position.z = 5;

function animate() {

requestAnimationFrame(animate);

cube.rotation.x += 0.01;

cube.rotation.y += 0.01;

renderer.render(scene, camera);

}

animate();

</script>

</body>

</html>

**Primera pregunta:**para empezar me interesa saber cómo agregar una cámara y poner la figura en modo mesh y solo ver sus bordes.