

## Sphere Scene:

```
<!DOCTYPE html>

<html>
  <head>
    <script src="https://aframe.io/releases/1.3.0/aframe.min.js"></script>
  </head>
  <body>
    <a-scene>

      <audio src="Sphere.mp3" autoplay
      preload></audio>

      <a-sphere
      position="0 1.25 -5" radius="1.25" color="#EF2D5E">
      </a-sphere>

    </a-scene>
  </body>
</html>
```

Cube Scene:

```
<!DOCTYPE html>

<html>
  <head>
    <script src="https://aframe.io/releases/1.3.0/aframe.min.js"></script>
  </head>
  <body>
    <a-scene>

      <audio src="Cube.mp3" autoplay
      preload></audio>

      <a-box

        position="0 1.25 -5" radius="1.25" color="#EF2D5E">
      </a-box>

    </a-scene>
  </body>
</html>
```

### Cylinder Scene:

```
<!DOCTYPE html>

<html>
  <head>
    <script src="https://aframe.io/releases/1.3.0/aframe.min.js"></script>
  </head>
  <body>
    <a-scene>

      <audio src="Cylinder.mp3" autoplay
        preload></audio>

      <a-cylinder
        position="0 1.25 -5" radius="1.25" color="#EF2D5E">
      </a-cylinder>

    </a-scene>
  </body>
</html>
```

### Rectangular Prism Scene:

```
<!DOCTYPE html>

<html>
  <head>
    <script src="https://aframe.io/releases/1.3.0/aframe.min.js"></script>
  </head>
  <body>
    <a-scene>

      <audio src="RectangularPrism.mp3" autoplay
        preload></audio>

      <a-box
        position="0 1.25 -5" rotation="0 45 0" color="#EF2D5E" depth="2"
        height="4" width="0.5">
      </a-box>
```

```
    </a-scene>  
  </body>  
</html>
```