# Three.js Lesson 3 - Textura e Interação

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Abstract

For the third lesson on three.js in the Information Visualization class, we were tasked with exploring the texture features and combining them with the lighting features and keyboard interaction, developing some examples, following the instructions given to us by the teacher.
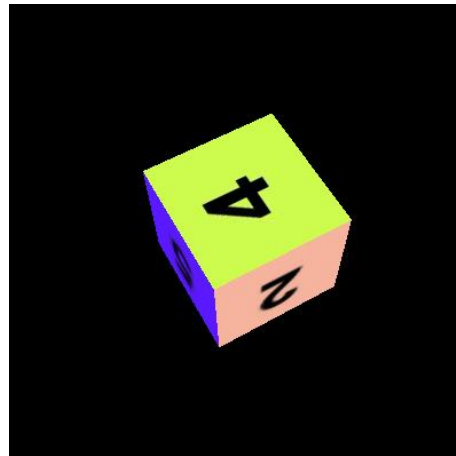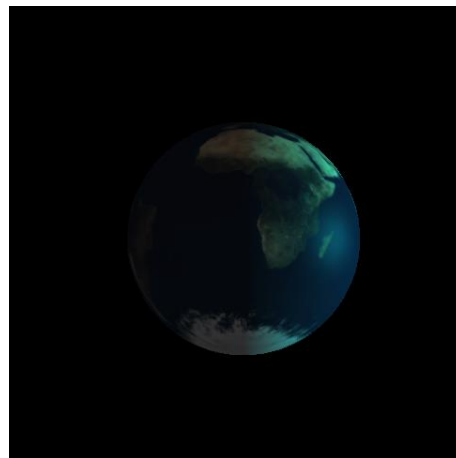
3.1 – Using a texture in a plane
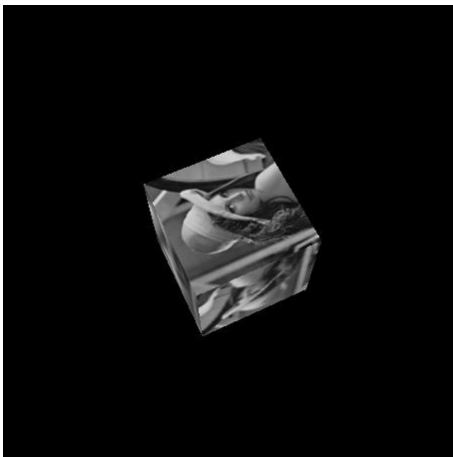
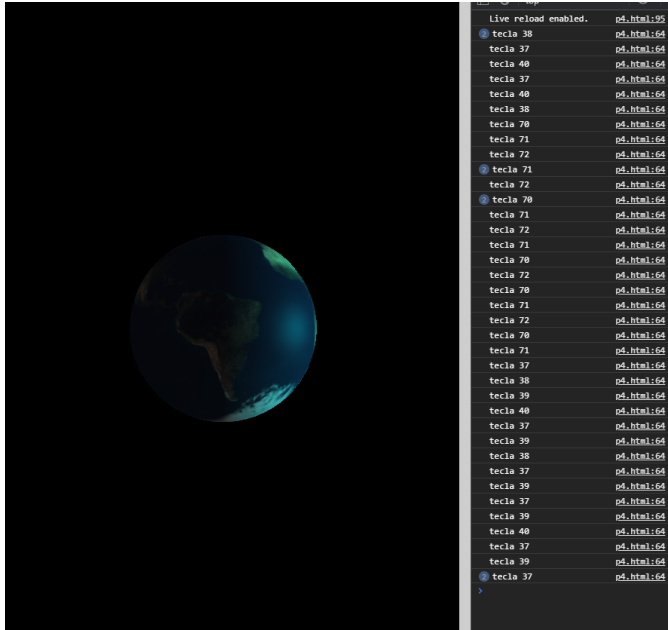*Tente alterar o tamanho do Plano, o que acontece à textura?*
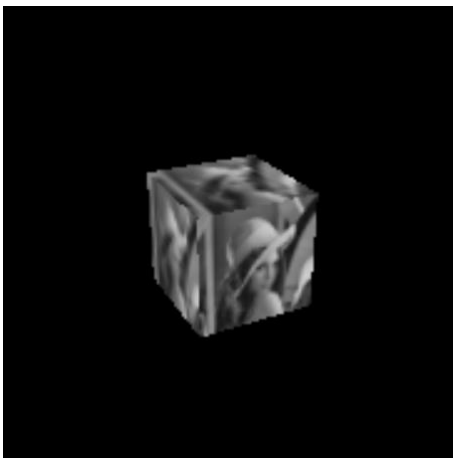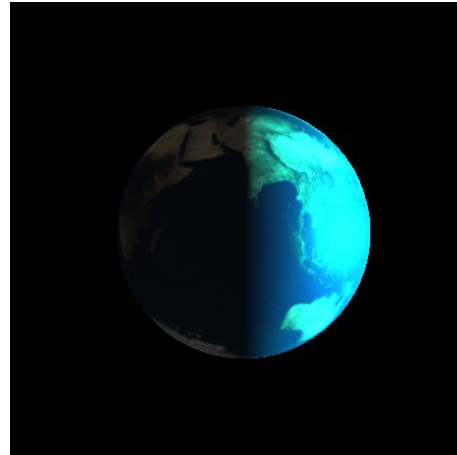

3.2 – Texture in a cube

3.3 – Texture and illumination

3.4 – Interaction
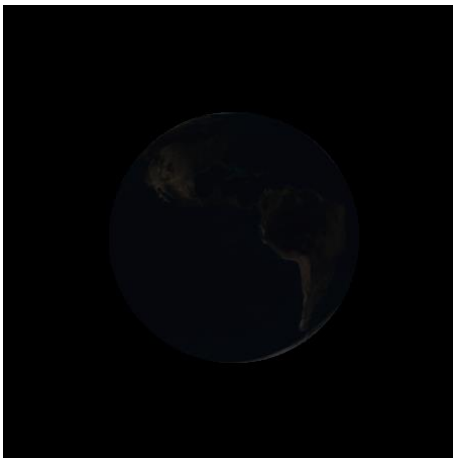

More light

3.5 – Ilumination activation

Light off

Light on

3.6 – Change rotation and position
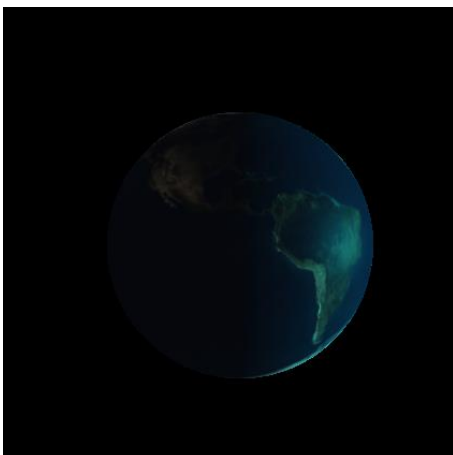
3.7 – Concatenation of transformations / adding a moon