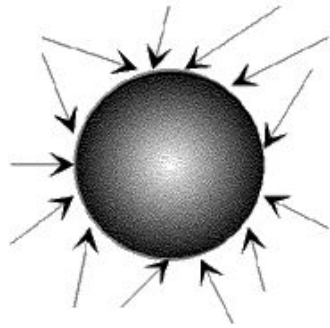
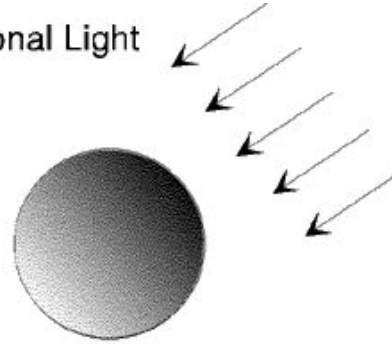


Types of Lighting

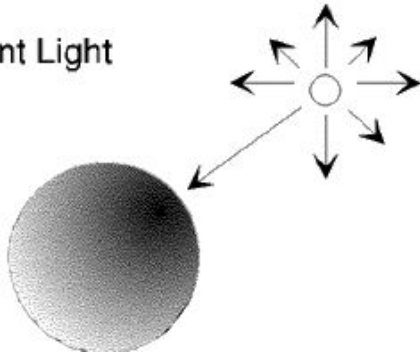
Ambient Light



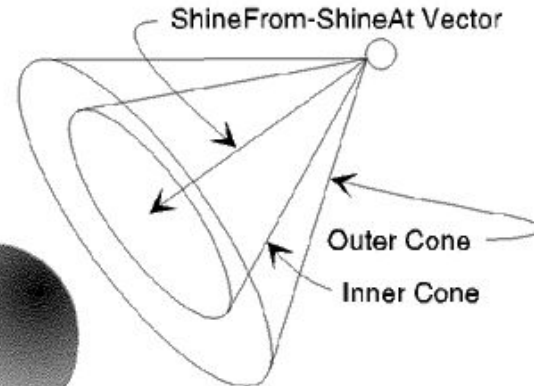
Directional Light



Point Light

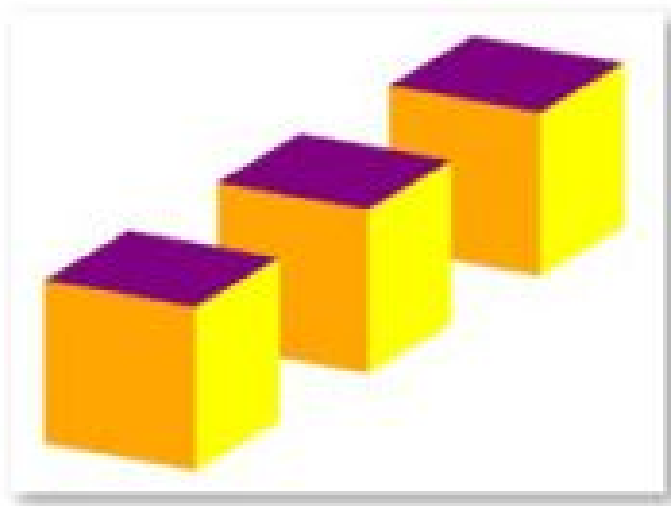


Spot Light

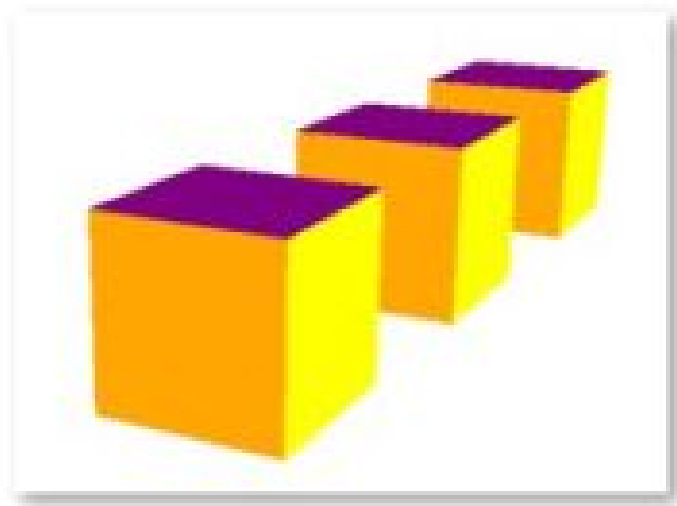


Camera Views

Orthographic Projection



Perspective Projection



Materials

Normal

Basic

Phong

Lambert

Toon

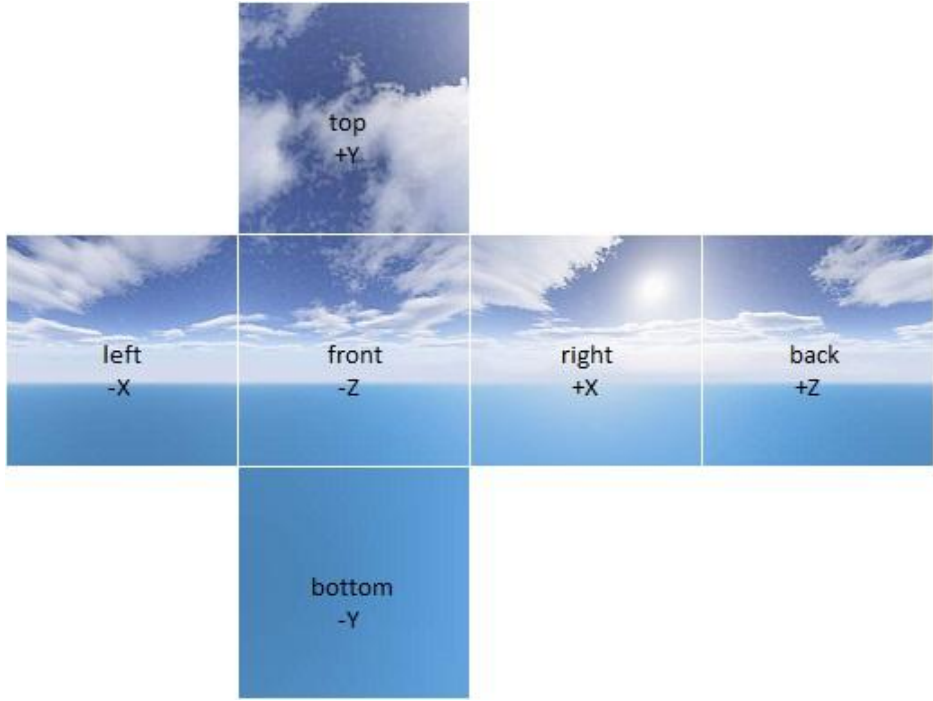
Physical

Standard

For examples of all, look into file 'materials' from the official three.js examples

https://threejs.org/examples/webgl_materials.html

Cubemaps



Cubemaps - six square projections of an environment which are placed in a cube formation. This creates an augmented environment view for the user.

Cubemaps are implemented in WebGL using the CubeTextureLoader.