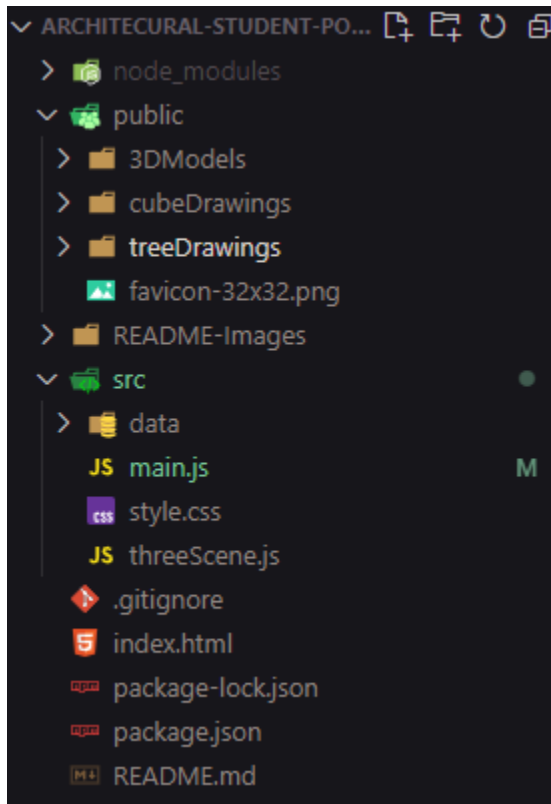


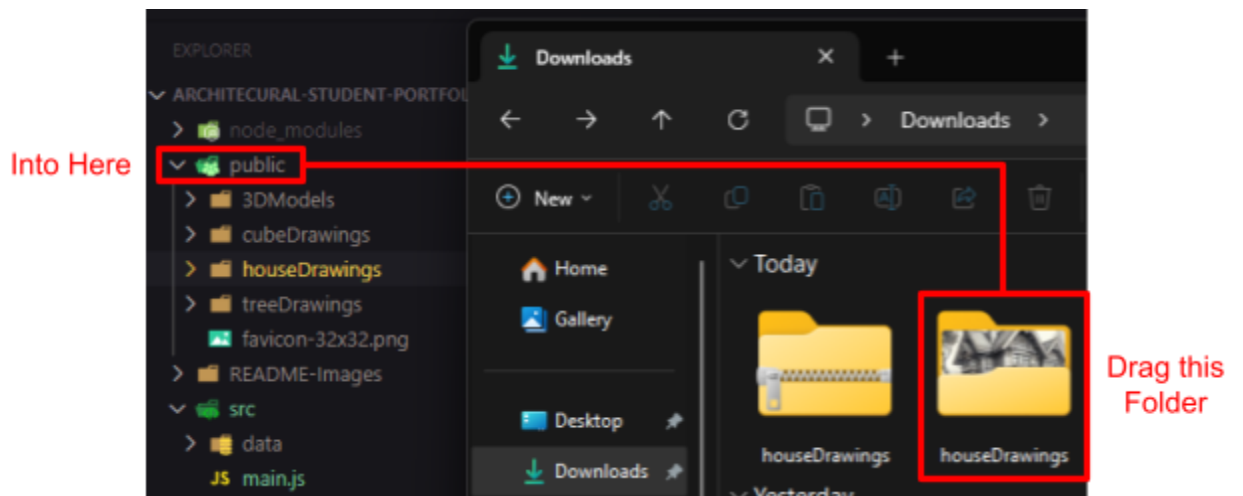
How to Change the Images on your Website

1. Lets fix a *sort of* bug that is present on the current repository as changing the images for cubeDrawings right now will result in image changes to multiple locations on the website.
2. First make sure your VSCode's explorer bar looks like this:

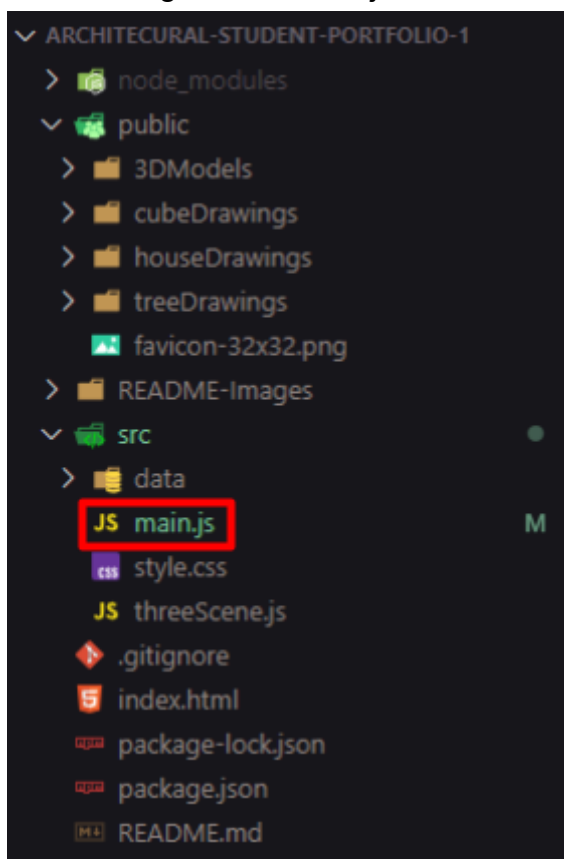


3. Then download and unzip the houseDrawings.zip folder that should be attached to the discord message where you found this document.

4. Drag this folder into the public folder in your VScode, like so:



5. From here go to the main.js file located here:



6. In the main.js file, copy the “const cubes” array (highlight the whole piece of code and press “ctrl + c”) and paste it below the “const trees” array (press “ctrl + v”), like so:



The screenshot shows a code editor with a dark background. The code is as follows:

```
src > JS main.js > ...
1  import './style.css';
2  import data from './data/data';
3  import { createThreeScene } from './threeScene';
4
5  const cubes = [
6    './cubeDrawings/cube1.webp',
7    './cubeDrawings/cube2.webp',
8    './cubeDrawings/cube3.webp',
9    './cubeDrawings/cube4.webp',
10 ];
11
12 const trees = [
13   './treeDrawings/tree1.jpg',
14   './treeDrawings/tree2.jpg',
15   './treeDrawings/tree3.jpg',
16   './treeDrawings/tree4.jpg',
17 ];
18
19 const cubes = [
20   './cubeDrawings/cube1.webp',
21   './cubeDrawings/cube2.webp',
22   './cubeDrawings/cube3.webp',
23   './cubeDrawings/cube4.webp',
24 ];
25
```

Red boxes highlight the 'const cubes' array at lines 5-10 and lines 19-24. A red line connects the first box to the second. The text 'Copy This' is next to the first box, and 'Paste Here' is next to the second box.

NOTE: If you have your website running locally and you save at this step, you will see that your website turns into just a blank white page, don't stress it, just finish the tutorial before viewing your changes.

Important: Make sure your code looks EXACTLY like the picture above before moving on to the next step.

7. Now change your newly pasted “cubes” to “houses”, and rename all the “./cubeDrawings/cubex.webp” to “./houseDrawings/housex.jpg”. Any mistake in spelling will cause an error. Your end result should look like this:

```

5  const cubes = [
6    "./cubeDrawings/cube1.webp",
7    "./cubeDrawings/cube2.webp",
8    "./cubeDrawings/cube3.webp",
9    "./cubeDrawings/cube4.webp",
10 ];
11
12 const trees = [
13   "./treeDrawings/tree1.jpg",
14   "./treeDrawings/tree2.jpg",
15   "./treeDrawings/tree3.jpg",
16   "./treeDrawings/tree4.jpg",
17 ];
18
19 const houses = [
20   "./houseDrawings/house1.jpg",
21   "./houseDrawings/house2.jpg",
22   "./houseDrawings/house3.jpg",
23   "./houseDrawings/house4.jpg",
24 ];

```

- From here, scroll down in your main.js file (you should already be in this file) to around line 76, where you will see this bit of code:

```

76   ${cubes
77     .map(
78       (cube, index) => ``
79     )
80     .join("")}

```

NOTE: There are two places where this code is referenced, so please make sure you are looking at the one that is present around line 76!!!

- From here you are going to change “cubes” to “houses” and all “cube” to “house”. Your final product should look like this:

```

76   ${houses
77     .map(
78       (house, index) =>
79         ``
80     )
81     .join("")}

```

10. After you have made these changes, you can boot up your local website (npm run dev), and your pictures beside model 3 should like this:

Model 3





A 3D house model is a geometric representation of a house, featuring walls, a roof, and windows. It often includes additional details such as doors, chimneys, and balconies, with textures like brick, wood, or stucco to enhance realism. The interior may also feature rooms, furniture, and lighting for a more detailed design.



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