

Async:

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- Find an article or video that shows how 3D graphics are used in movies and in other applications. Based on the article, explain how you would incorporate this information into a lesson for 3D graphics.

Homework:

1. From the [code along](#) we did in class, starting on line 91, finish connecting the points to complete the cube.
2. Based on the [starter code](#), you are to create a 3D graphic of your choice. It cannot be a cube, however, it can be any other shape of your choice (triangle prism, rectangular prism, etc)
 - a. Use the table below to help you find your points (you do NOT need to fill in the whole chart)
 - b. The program will automatically do the conversion for you
 - c. You can also use the Geogebra to also help figure out your Start points

[illegible]

