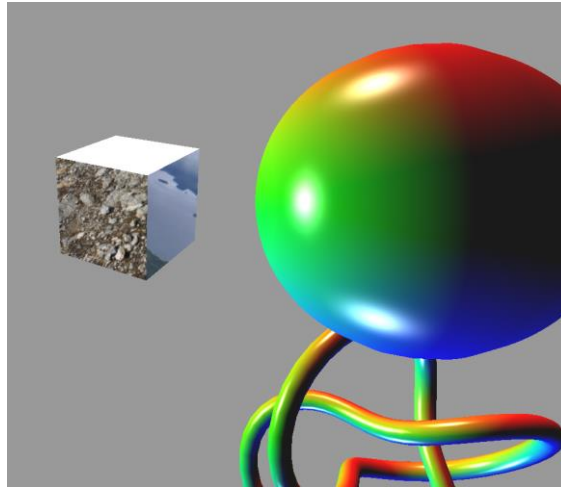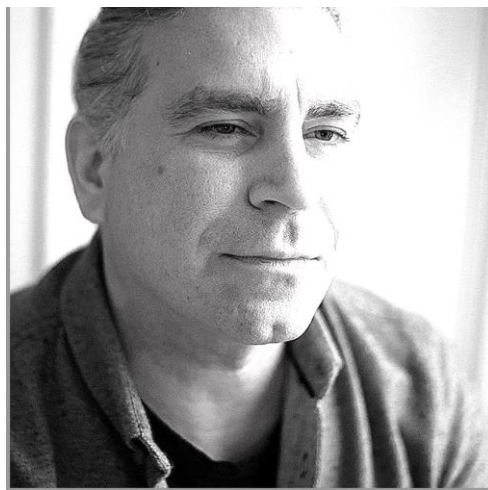Part A To get a basic handle of Three js with the use of shaders, geometry, lighting, and textures.

Part B To understand image processing with GLSL and alter the algorithm to make a different filter.

Part C Extending the Game of Life with changing rules and states.