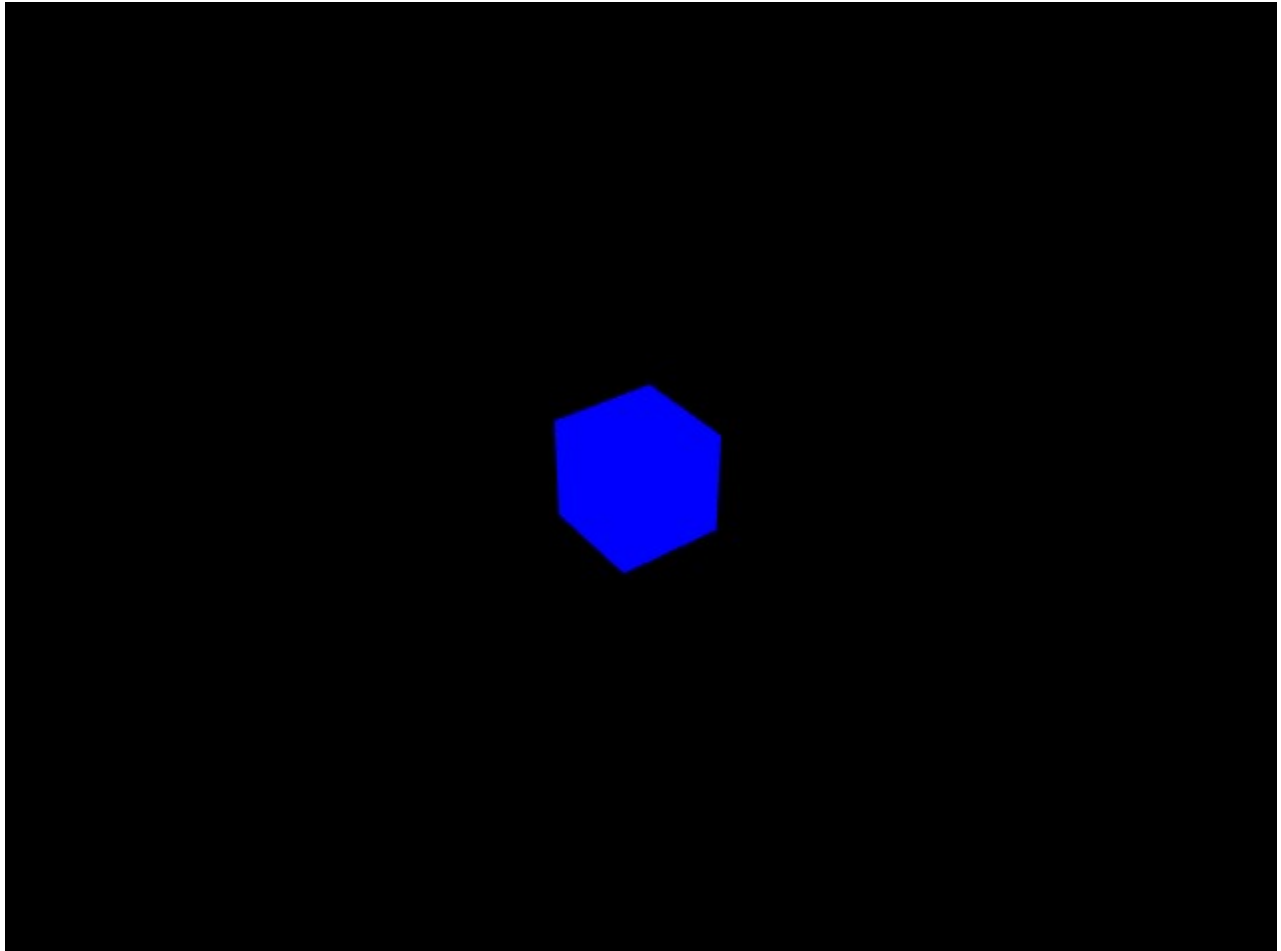
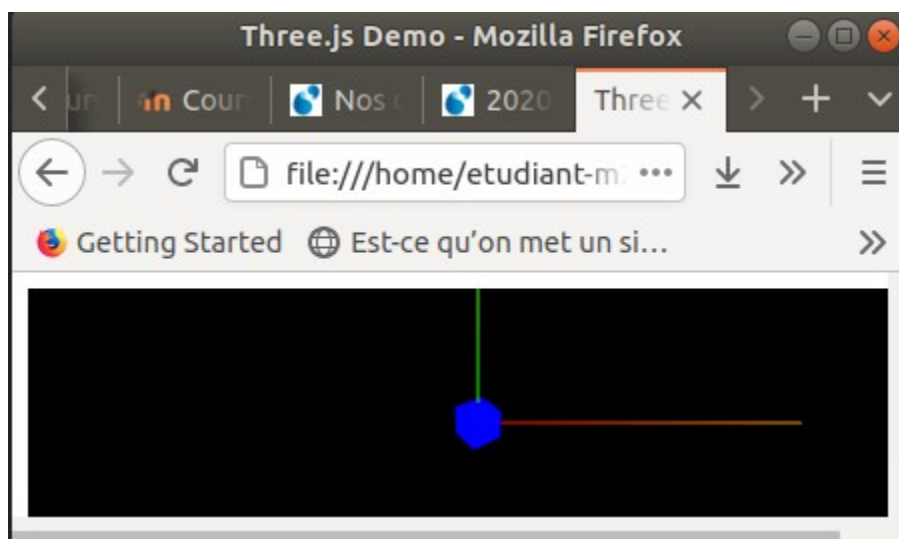
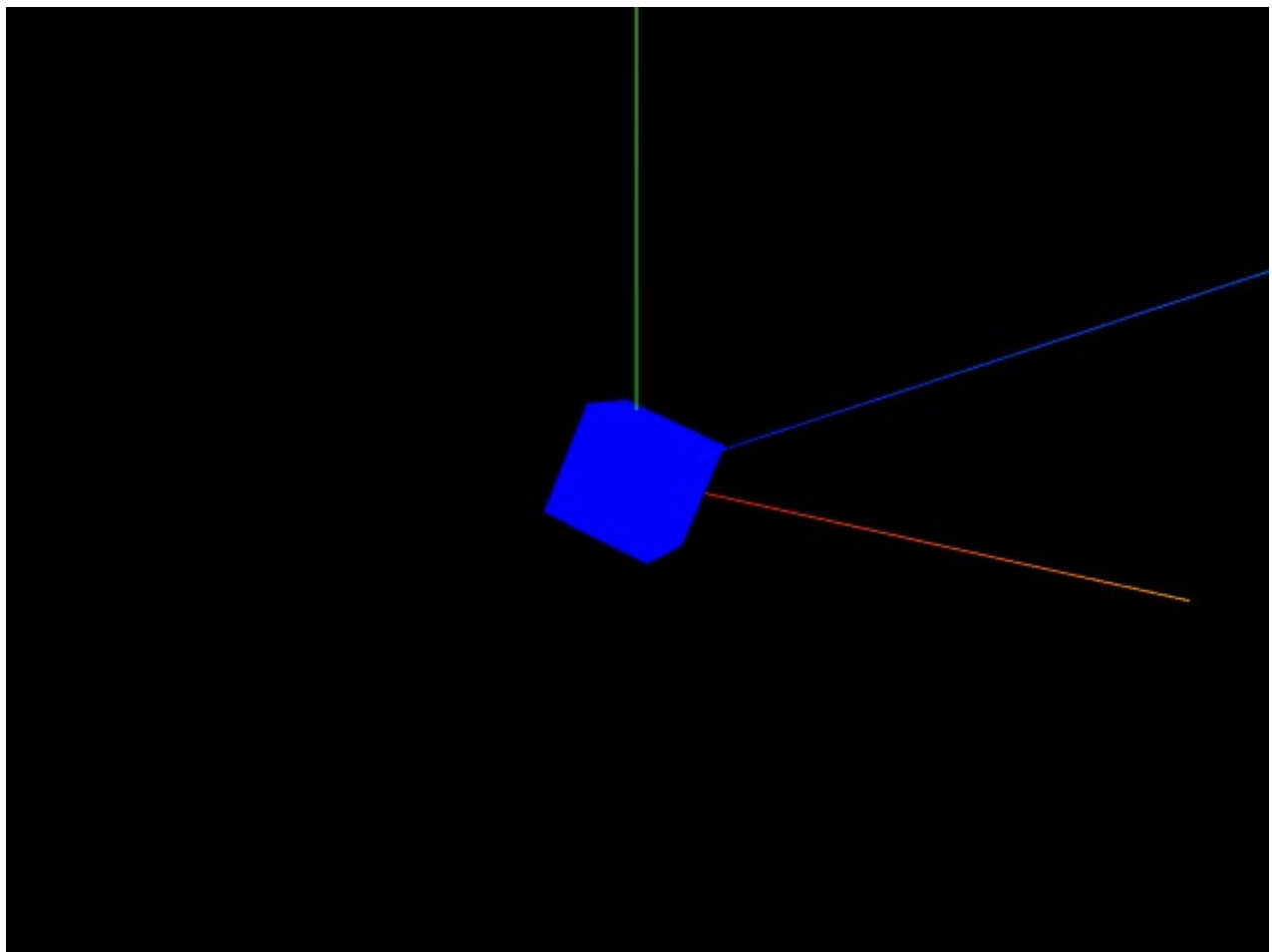


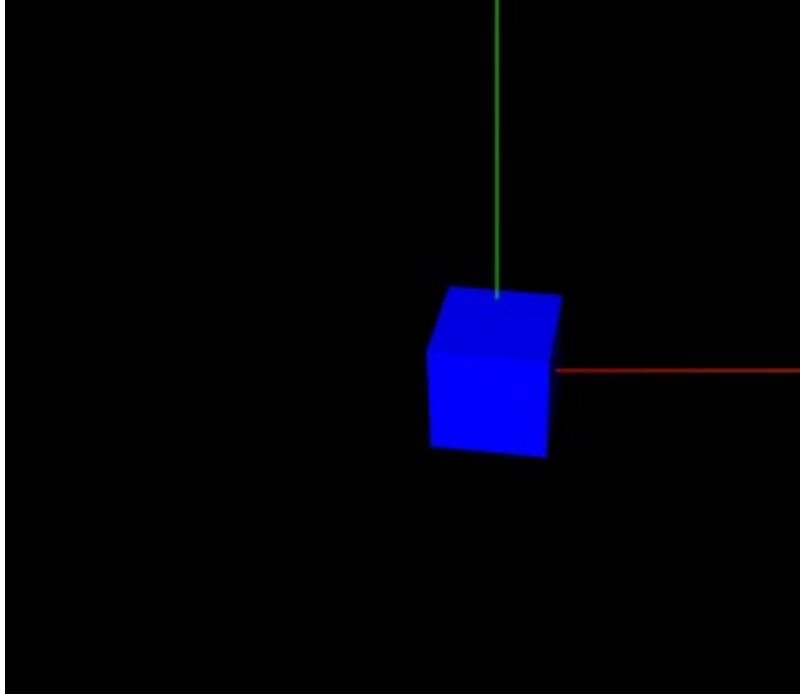
TP1 – Three.js

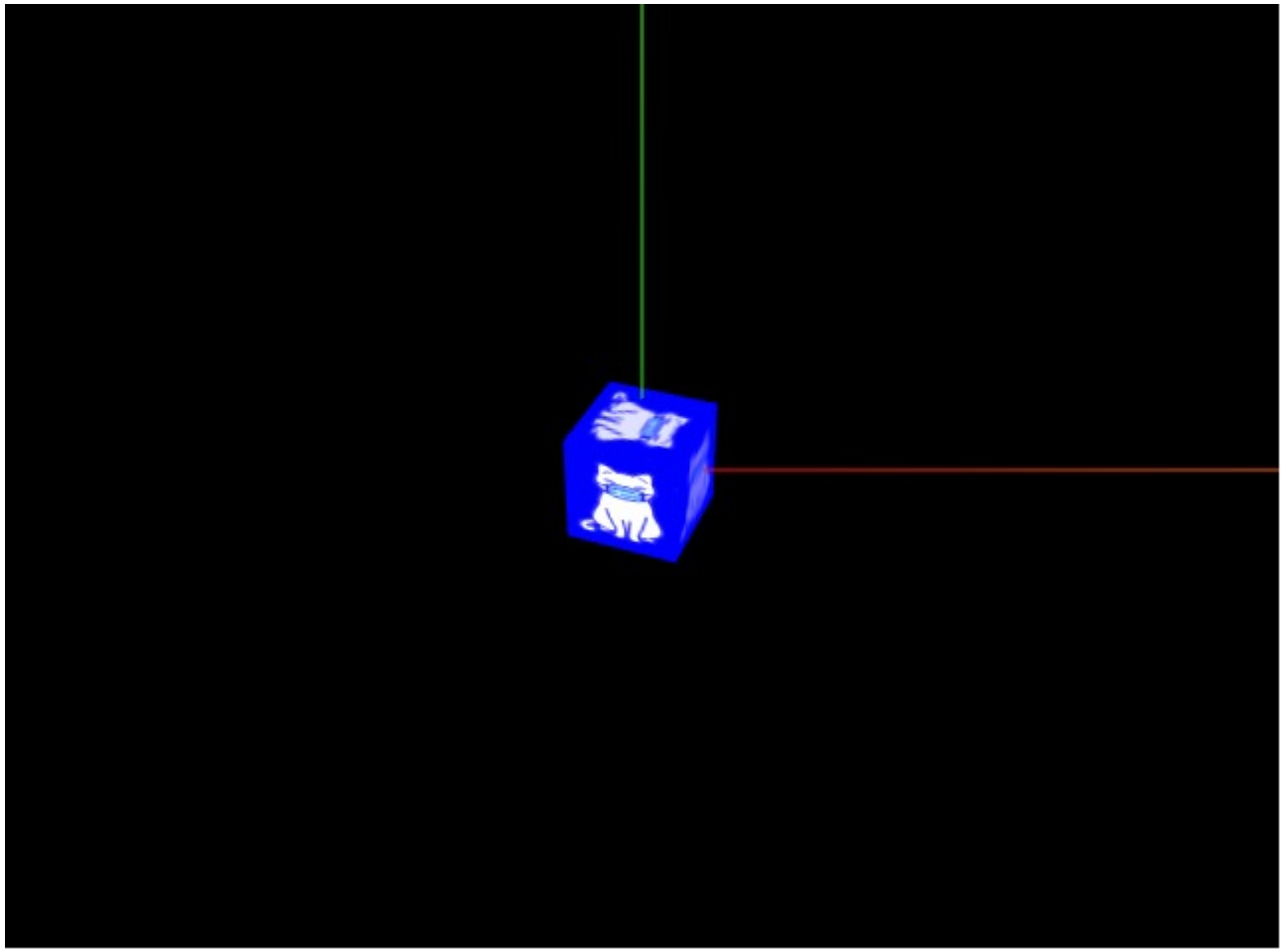
Emmanuel PELLEGRIN

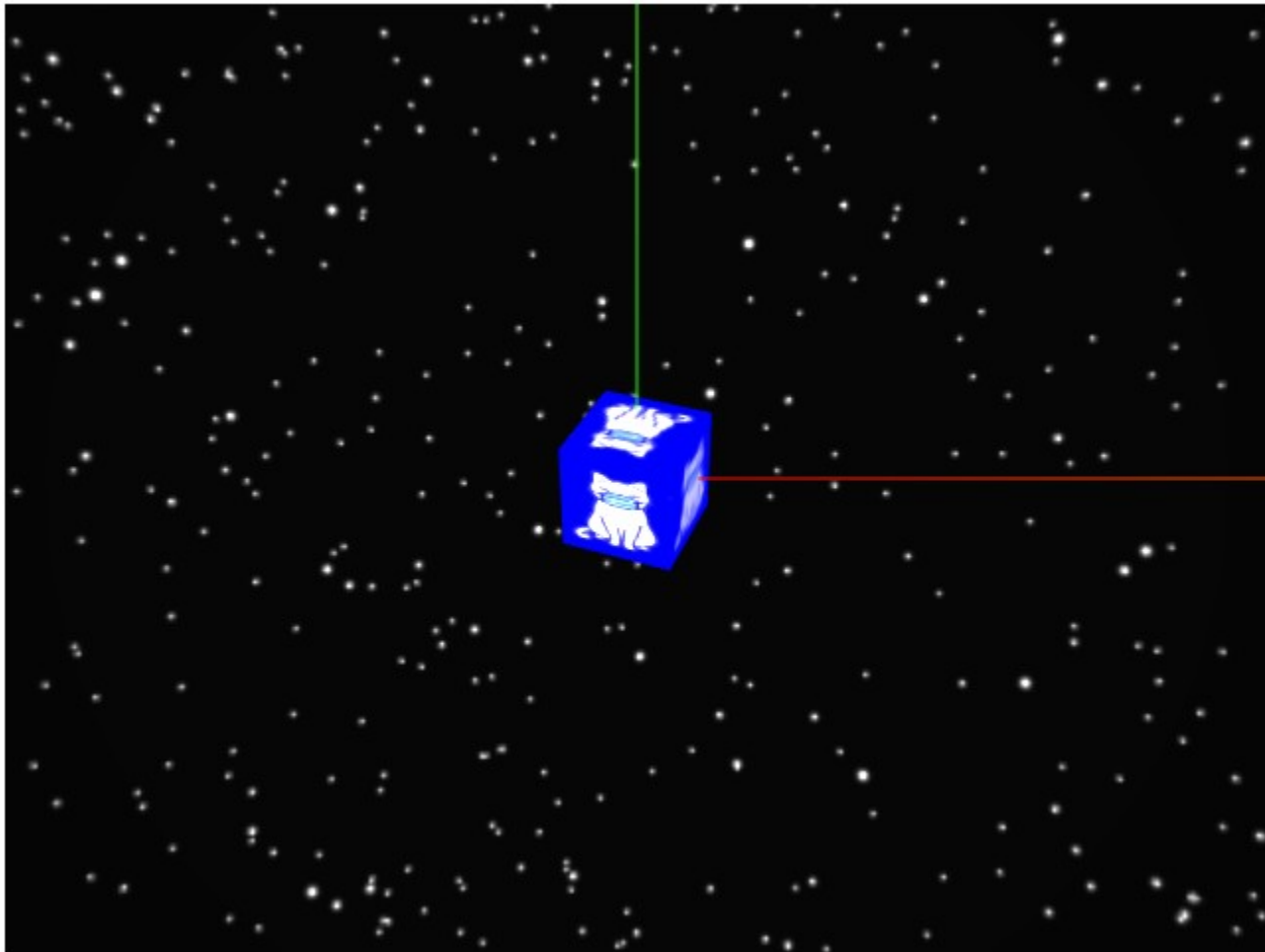




```
var material = new THREE.MeshPhongMaterial( { color: 0x0000ff } );
```









comment le graphe de scène est-il modifié ?

Le graphe de scène a été modifiée en ajoutant l'image background-stars.jpg à l'objet starSkybox