Source code menggunakan three.js

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var scene = new THREE.Scene();

var cam = new THREE.PerspectiveCamera(45, window.innerWidth/window.innerHeight, 0.1, 1000);

var renderer = new THREE.WebGLRenderer({antialias: true});

renderer.setSize(window.innerWidth, window.innerHeight);

document.body.appendChild(renderer.domElement);

cam.position.z = 5;

const geo\_nad = new THREE.BufferGeometry();

let vertices = new Float32Array([

    -1.0, -1.0, 1.0, //0

    1.0, 1.0, 1.0, //1

    -1.0, 1.0, 1.0, //2

    1.0, -1.0, 1.0, //3

    -1.0, -1.0, -1.0, //4

    1.0, 1.0, -1.0, //5

    -1.0, 1.0, -1.0, //6

    1.0, -1.0, -1.0 //7

]);

let colors = new Float32Array([

    1.0, 0.0, 1.0, // vertex 0

    1.0, 0.0, 1.0, //ungu

    1.0, 1.0, 1.0, //putih

    1.0, 1.0, 1.0,

    1.0, 0.0, 1.0, // vertex 4

    1.0, 0.0, 1.0,

    1.0, 1.0, 1.0,

    1.0, 1.0, 1.0

]);

geo\_nad.setAttribute('position', new THREE.BufferAttribute(vertices, 3));

geo\_nad.setAttribute('color', new THREE.BufferAttribute(colors, 3));

geo\_nad.setIndex([

    // sisi depan

    0,3,1,

    1,2,0,

    // sisi belakang

    4,6,5,

    5,7,4,

    // sisi kiri

    4,0,2,

    2,6,4,

    // sisi kanan

    5,1,3,

    3,7,5,

    // sisi atas

    1,5,6,

    6,2,1,

    // sisi bawah

    0,4,7,

    7,3,0

]);

const mat\_nad = new THREE.MeshBasicMaterial({vertexColors: THREE.VertexColors});

let mesh\_nad = new THREE.Mesh(geo\_nad, mat\_nad);

scene.add(mesh\_nad);

window.addEventListener("resize", function() {

    var width = window.innerWidth;

    var height = window.innerHeight;

    renderer.setSize(width, height);

    cam.aspect = width / height;

    cam.updateProjectionMatrix();

});

function update() {

    //mesh.rotation.y += 0.1;

    mesh\_nad.rotation.y += 0.01;

    mesh\_nad.rotation.x += 0.01;

    requestAnimationFrame(update);

    renderer.render(scene, cam);

}

update();