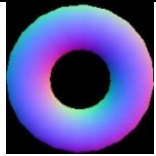



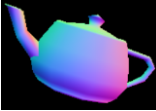







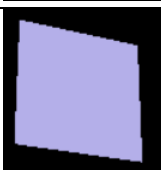


STT	Khối hình	Ảnh	Hàm	Thông số
1.	Torus (hình bánh xe)		THREE.TorusBufferGeometry()	radius = 1.2 , tube = 0.5, radialSegments = 20, tubularSegments = 20.
2.	Cube (hình lập phương)		THREE.BoxBufferGeometry()	widthSegments = 2, heightSegments = 2, depthSegments = 2.
3.	Cylinder (hình trụ)		THREE.CylinderBufferGeometry()	radiusTop = 1.2, radiusBottom = 1.2, height = 1.9, radialSegments = 20, heightSegments = 20.
4.	Sphere (Hình cầu)		THREE.SphereBufferGeometry()	radius = 1.5, widthSegments = 100, heightSegments = 100.
5.	Teapot (Ấm trà)		THREE.TeapotBufferGeometry()	radius = 1.2.
6.	Cone (Hình nón)		THREE.ConeBufferGeometry()	radius = 1.5, height = 1.5, radialSegments = 20, heightSegments = 20.
7.	Dodecahedron (Thập nhị diện đều)		THREE.DodecahedronGeometry()	radius = 1.5, detail = 0.
8.	Icosahedron (Nhị thập diện đều)		THREE.IcosahedronGeometry()	radius = 1.5, detail = 0.
9.	Octahedron (Bát diện đều)		THREE.OctahedronGeometry()	radius = 1.5, detail = 0.
10.	Tetrahedron (Tứ diện đều)		THREE.TetrahedronGeometry()	radius = 1.5, detail = 0.
11.	Knot		THREE.TorusKnotGeometry()	radius = 1, tube = 0.4, tubularSegments = 64, radialSegment = 8, p = 2, q = 3.

12.	Circle		THREE.CircleGeometry()	radius = 1.5, segments = 8, thetaStart = 0, thetaLength = Math.PI * 2.
13.	Plane (mặt phẳng)		THREE.PlaneGeometry()	width = 2, height = 2, widthSegments = 2, heightSegments = 2.

*Bảng 3: List các khối hình và thông số của từng khối*