

Web/Graphics Learnings

What is js? What is HTML?	
What is “the documentation”? What can you find in it?	
What is a types of lighting are used in graphics?	
What purposes do materials serve in graphics?	
What is a function and why is it useful?	
What is a keyword? List 3 example keywords in js or three.js	
What is the difference between implementing and calling a function?	
What is a variable? Why would you use a variable in code?	

<p>What is the purpose of an if-statement? Why would you use on in code?</p>	
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