1) In this work I learnt how to use different types of cameras like perspective camera and orthographic camera. how these different cameras view the graphics you created. i also learnt how these cameras have importance in different contexts. if you are developing a game then you will use a perspective camera as mostly in games you are the first person and you have to see things like you see in real world. What I also learnt is that perspective camera can be called as the first-person camera. Orthographic camera is called as third person or god camera.

2) I also learnt about different lights like, point light, direction light etc. I learnt how these different types of lights have importance in different contexts.

For this work I installed a point light, a point light can be defined as the light which directly pointing from the camera. you can thing about the point light as the light which comes from the flash which is coming from the direction of the camera itself.

3) This types of cameras and lights will help in creating something so wonderful, I have many ideas for the final submission and I feel this work I have done for this week is very vital for it.

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