1) With this part of the project I learned how to create 3D scenes with objects being able to transform, rotate, resize, move, change view point etc using 3js.

2) I also learnt how gpu is used by the means of shader programs like vertex shader and fragment shader to create these great graphics. I understood how every object is made up of vertices which are created using vertex shader program, and how every pixel of different vertex section is coloured using fragment shader program. I learnt how buffers are used to give the input to the by binding these buffers with data.

3) I acknowledged that 3js was created using web-gl and it has very easy functions for us to get the work done.

4) I feel the things I learnt till now to make a 3d- scene will help me make a good game or a good dynamic scene for my final part.

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