

```

marbel(other) {

  @ for (let v of this.vertices) [fj

let c = other.center;

let r = other.r;

let p = v.copy();

p.sub(c);

let m = p.mag();

let root = sqrt(1 + (r * r) / (mx m));

p-mult( root);

p.add(c);

v.set(p);

```

```

function createGroundMesh() {

// adding object: ground

const groundGeo = new THREE.BoxGeometry(2@, 20, 0.5);

const groundMat = new THREE.MeshStandardMaterial({

color: '#031D02',

side: THREE.DoubleSide,

wireframe: false

1);

const groundMesh = new THREE.Mesh(groundGeo, groundMat) ;

groundMesh.name = 'ground';

groundMesh. receiveShadow = true;

scene.add(groundMesh) ;

return groundMesh;

from langchain_openai import ChatOpenAI

```

```
from langchain_community.llms import Ollama
```

```
from langchain_core.output_parsers import StrOutputParser
```

```
from langchain_community.document_loaders import PyPDFLoader
```

```
from fpdf import FPDF
```

```
import os
```

```
from PIL import Image
```

```
import pytesseract
```

```
pdf = FPDF()
```

```
pdf.add_page()
```

```
pdf.set_font("helvetica", size = 12)
```

```
with open('sample.txt', 'r') as file:
```

```
    for line in file:
```

```
        pdf.cell(200, 10, txt = line, ln = True, align = 'L')
```

```
# Save the PDF with name .pdf
```

```
pdf_output = 'sample.pdf'
```

```
pdf.output(pdf_output)
```