

References:

Exercise 1 – Basic Modeling

1. <https://threejs.org/manual/#en/materials>

Exercise 2 – Graphic User Interface

1. <https://lil-gui.georgealways.com/>

Exercise 3 – Lightings

1. <https://threejs.org/manual/#en/lights>

Exercise 4 – Material properties

1. <https://github.com/mrdoob/three.js/tree/master/src>

Exercise 5 – Surface lighting

1. <https://threejs.org/docs/index.html#api/en/lights/RectAreaLight>

Exercise 6 – Shadows

1. <https://threejs.org/manual/#en/shadows>

Exercise 7 – VR experimentation

1. https://github.com/mrdoob/three.js/blob/master/examples/webxr_vr_sandbox.html