

INT102 Final Lab Test (1/2021) Duration 2 hours

1. ในไฟล์ exam.zip ประกอบด้วย

- CSS ไฟล์เดอร์ css
 - metaverse.css เอกสาร css ที่นักศึกษาต้องใส่กฎ css เพื่อให้แสดงเอกสารตามตัวอย่างในข้อ 4
- images ไฟล์เดอร์ images
 - avatar.png
 - conference.png
 - metaverse.png
- metaverse.html เอกสาร html ที่มี element ห้ามแก้ไขได้ ๆ ในไฟล์นี้
- lab_question.pdf โจทย์แสดงคำอธิบายของ lab และภาพประกอบ
- css_help.pdf สรุป property และ value ของ css ที่เรียนในวิชา
- metaverse.pdf ตัวอย่างเอกสาร pdf ซึ่งอาจจะมีความต่างบ้างให้ยึดตัวอย่างในเอกสารนี้

2. ไฟล์ metaverse.html ประกอบด้วย html element ต่าง ๆ ดังแสดงในรูปข้างล่าง

```
<!DOCTYPE html>
<html lang="en">
<head>
  <meta charset="UTF-8">
  <title>What is the metaverse?</title>
  <link rel="stylesheet" href="css/metaverse.css">
</head>
<body>
  <div class="header">
    <div class="content">
      <h1>The Metaverse</h1>
      <p>Big tech companies claim a virtual reality universe is imminent, but it's unclear what that means</p>
    </div>
  </div>

  <div class="main">
    <div class="content">
      <div class="definition">
        <h2>What is the metaverse?</h2>
        <p>The term was coined by writer Neal Stephenson in the 1992 dystopian novel "Snow Crash." In it, the metaverse refers to an immersive digital environment where people interact as avatars. The prefix "meta" means beyond and "verse" refers to the universe. Tech companies use the word to describe what comes after the Internet, which may or may not be reliant on VR glasses.</p>
        <p>Think of it as an embodied Internet that you're inside of rather than looking at. This digital realm wouldn't be limited to devices: Avatars could walk around in cyberspace similar to how people maneuver the physical world, allowing users to interact with people on the other side of the planet as if they're in the same room.</p>
        <p>But for a robust virtual universe, everyone needs to want and afford VR headsets. The technology would need to be stylish and minimal enough to interest more people and sophisticated enough to work seamlessly. That hasn't happened yet.</p>
        <p>Nimble wireless headsets, like Facebook's Oculus Quest 2, take a hit on image quality, while bulky VR goggles, like the HTC Vive Pro 2, enable more computing power with their wires. Facebook's Oculus Quest 2 is among the most affordable at $299, while the HTC Vive Pro 2 headset starts at $799 plus the cost of controllers.</p>
      </div>
    </div>
  </div>

```

3. ไฟล์ metaverse.html ห้ามมีการแก้ไขได้ ๆ ให้แก้เฉพาะ metaverse.css เท่านั้น ในไฟล์ metaverse.css มีตัวอย่าง selector บางส่วน นักศึกษาสามารถเพิ่มได้ตามที่ต้องการกำหนด style ให้กับ html element หรือ class

4. ให้ใส่ rule เพื่อให้จัดเอกสารตามใน metaverse.pdf

The Metaverse

Big tech companies claim a virtual reality universe is imminent, but it's unclear what that means.

What is the metaverse?

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Think of it as an embodied Internet that you're inside of rather than looking at. This digital realm wouldn't be limited to devices; Avatars could walk around in cyberspace similar to how people maneuver the physical world, allowing users to interact with people on the other side of the planet as if they're in the same room.

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How does the metaverse work?

In theory, you'd log on to the metaverse similarly to logging on to the Internet. Only you'd use a head-mounted display, not a screen, to view content and a form of motion tracking, like Facebook's wristband, to grab objects.

To be a full universe, no single company could own the metaverse, similarly to how no one owns the Internet. But as a handful of large tech companies dominate online content today, firms could do this similarly to how they make money off apps via subscription services, shopping carts and advertising.

"There will be power players for sure," said Denise White, founder of the immersive tech company Blank XR. "Once you're able to put on your new AR glasses and you suddenly see these holograms walking around in the world, then you'll know, you're now inside of the metaverse."

With so many devices offered by different companies, it's unclear how a single avatar could move between them. One theory is that the metaverse would pick up cues from web browsers. Just like you can toggle between websites on your smartphone, your avatar might jump between platforms built to be cross-compatible and inclusive, said Daniel Liebeskind, CEO of Topia, a video chat platform.

"The metaverse should be a collection of technologies, backends and experiential frontends that all play nicely together," Liebeskind said.

Who are its power players?

Several large tech companies are chasing down the metaverse.

Facebook bought Oculus in 2014 with this metaverse vision in mind. Zuckerberg said in a statement at the time that the social networking site is "getting ready for the platforms of tomorrow." More recently, Facebook launched a new product group to build the new 3-D social space, calling for a "connective tissue" to bridge varying services together.

In May, Microsoft CEO Satya Nadella said the company working to build an "enterprise metaverse." A month earlier, Epic Games said it raised \$1 billion to spend on its metaverse plans. The computing giant Nvidia and gaming platform Roblox are also working in the realm. Last year, Spatial released a free AR app allowing avatars to appear within a user's real-world environment. Meanwhile, Snapchat has been moving in this direction for years, introducing custom avatars and filters that overlay the world with digital content. Apple also has longtime AR ambitions.

Magic Leap was one of the earliest companies to draw attention to the space when it released an augmented reality app in 2011. Today, it mostly sells to businesses, according to its website.

But there's still room for start-ups, since a digital world would require loads of content, tools and places for people to see and engage with.

Will the metaverse actually happen?

It's not yet clear. While technological advances have made VR headsets lighter and more affordable in recent years, the devices are primarily used by a niche group — gamers — and have been since the beginning. And most gamers still don't have a VR system. Just 29 percent of the 169 million gamers in the United States say they own one, according to figures from the Entertainment Software Association.

"At the moment, VR is stuck as a subset of games consoles, and it's not self-evident that it will break out of that," said Benedict Evans, a tech analyst and former partner at the venture capital firm Andreessen Horowitz. "Gaming is a big business, and it's hundreds of millions of people, but not billions of people. So it's not a universal experience."

So why are companies doing this?

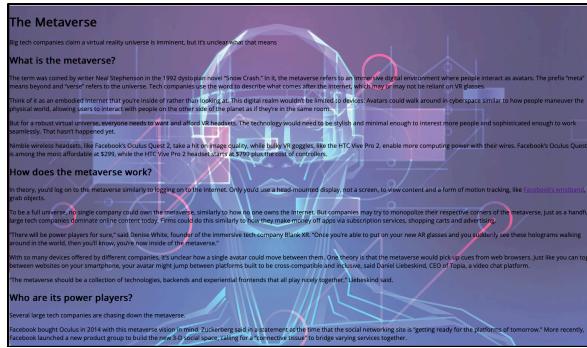
It depends on whom you ask.

VR companies say it's only a matter of time before consumers, already obsessed with social media, will want somewhere new to interact and attract digital likes. A metaverse could allow people tired of photo filters and video editing tools to digitally embody whole new personas and show their creativity or financial status through avatars. It might also drive young people to spend even more time online.

Facebook for years has described its mission as connecting people online, whether it's through virtual reality, groups on the social networking app or commerce business. Zuckerberg argues that the metaverse is part of the company's natural evolution, allowing people to move between virtual reality, augmented reality, personal computers and traditional smartphones.

5. ให้สร้าง rule ในไฟล์ metaverse.css ดังนี้

- 5.1. ใน body ให้ใส่รูปภาพเป็นพื้นหลัง (background image) โดยแสดงรูปภาพจากไฟล์ metaverse.png ให้กำหนดให้อุปกรณ์ตำแหน่งเดิม (fixed) และแสดงเพียงภาพเดียว ไม่ต้องแสดงซ้ำ ไม่ต้องกำหนด ความกว้าง และความสูงของภาพ

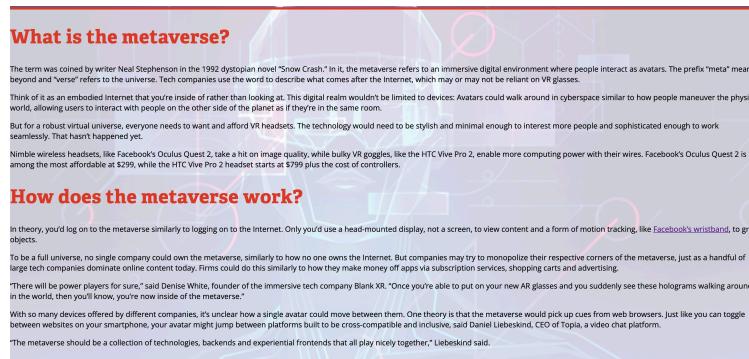


5.2. กำหนดตัวอักษร (font)

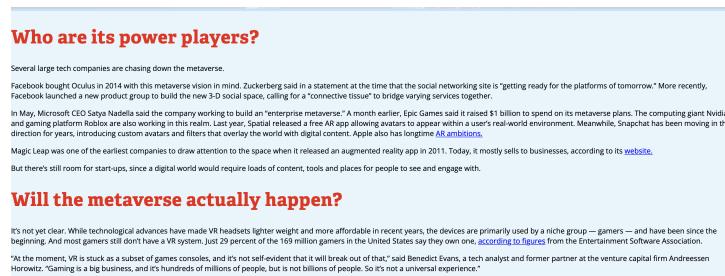
- a. เอกสารหลักใช้ 'Open Sans' หรือ Frutiger หรือ Arial หรือ sans-serif ตามลำดับ
- b. ส่วน h1 และ h2 ใช้ 'Adelle W01 Bold' หรือ 'Arvo' หรือ Georgia หรือ serif ตามลำดับ

- 5.3. ส่วนที่ 1 เป็นส่วน div ที่มีคลาสชื่อ header ให้กำหนดความสูง 492px และสีพื้นหลัง (background color) สีขาวและความทึบแสง (opacity) เป็น 0

- 5.4. ส่วนที่ 2 เป็นส่วน div ที่มีคลาสชื่อ main ให้กำหนดสีพื้นหลังสีขาวและความทึบแสง 0.7 มีเส้นขอบ (border) ด้านบน ขนาดหนา 5px แบบ solid และมีสีแดงรหัส #dd3b2a เส้นขอบต้องอุปชิดทั้งซ้ายและขวาไม่มีช่องว่าง และกำหนดให้พื้นที่ด้านล่างมีช่องว่าง



- 5.5. ส่วนที่ 3 เป็นส่วน div ที่มีคลาสชื่อ supporting ให้กำหนดสีพื้นหลังสีฟ้ารหัส #edf6ff (ไม่ต้องกำหนดความทึบแสง) มีเส้นขอบ (border) ด้านบน ขนาด 5px แบบ solid และมีสีฟ้ารหัส #cce4fb เส้นขอบต้องอุปชิดทั้งซ้ายและขวาไม่มีช่องว่าง และกำหนดให้พื้นที่ด้านล่างมีช่องว่าง



- 5.6. ส่วนที่ 4 เป็นส่วน div ที่มีคลาส `summary` ให้กำหนดสีพื้นหลังสีขาวและความทึบแสง 0.7 มีเส้นขอบ (border) ด้านบน ขนาดหนา 5px แบบ solid และมีสีฟาร์หัส `#cce4fb` เส้นขอบต้องอยู่ชิดทั้งซ้ายและขวาไม่มีช่องว่าง และกำหนดให้พื้นที่ด้านล่างมีช่องว่าง



- 5.7. ในแต่ละส่วน div ที่มีคลาส `header main supporting` และ `summary` จะมีลูก (child element) คือ div ที่มีคลาส `content` ให้กำหนดความกว้างเป็น 80% และกำหนด css เพื่อให้ element ที่เป็นลูก (child element) ของส่วน div ที่มีคลาส `content` แสดงอยู่ตรงกลางดังรูป

What is the metaverse?

The term was coined by writer Neal Stephenson in the 1992 dystopian novel "Snow Crash." In it, the metaverse refers to an immersive digital environment where people interact as avatars. The prefix "meta" means beyond and "verse" refers to the universe. Tech companies use the words to describe what comes after the Internet, which may be similar to an embedded internet that you're inside of rather than looking at. This digital realm won't be limited to devices. Avatars could walk around in cyberspace similar to how people maneuver the physical world, allowing users to interact with people on the other side of the planet as if they're in the same room.

But for a robust virtual universe, everyone needs to want and afford VR headsets. The technology would need to be cheap and small enough to interest more people in the metaverse. Right now, VR headsets cost upwards of \$500. Facebook's Oculus Quest 2 is among the most affordable at \$299, while the HTC Vive Pro 2's headset starts at \$799 plus the cost of controllers.

How does the metaverse work?

In theory, you'd log on to the metaverse similarly to logging on to the Internet. Only you'd use a head mounted display, not a screen, to view content and a form of motion tracking to locate your avatars in 3D space.

Once in the metaverse, you'd be able to connect the metaverse, similarly to how we own the Internet. But companies may try to monopolize their respective corners of the metaverse, just as a handful of large tech companies dominate online content today. Firms could do this similarly to how they make money off apps via subscription services, shopping carts and advertising.

Suddenly see these holograms walking around in the world, then you know, you're now inside of the metaverse."

With so many devices offered by different companies, it's unclear how a single avatar could move between them. One theory is the metaverse would pick up cues from the user's location and automatically switch between platforms. "If you're in your office, your avatar might jump between platforms but it's cross-compatible and follows, said Daniel Lubinckx, CEO of Topia, a video chat platform.

"The metaverse should be a collection of technologies, backends and experiential frontends that all play nicely together," Lubinckx said.

Who are its power players?

Several large tech companies are chipping away at the metaverse.

Facebook bought Oculus in 2014 with this metaverse vision in mind. Zuckerberg said in a statement at the time that the social networking site is "getting ready for the platform's coming." More recently, Facebook launched a new 3-D social space, calling for a "connective tissue" to bridge existing platforms.

In May, Microsoft CEO Satya Nadella said the company was working on an "enterprise metaverse." A month earlier, Epic Games said it raised \$1 billion to spend on its metaverse slate. The computing giant Nvidia and gaming platform Roblox are also working in the realm. Last year, Spatial released a new AR app allowing avatars to interact with the real world. And the metaverse has been moving in this direction for years: introducing custom avatars and Roblox that overlay the world with digital content. Apple also has longline [AR ambitions](#).

But there's still room for start-ups, since a digital world would require lots of content, tools and places for people to see and engage with.

Will the metaverse actually happen?

It's not yet clear. While technological advances have made VR headsets lighter weight and more affordable in recent years, the devices are primarily used by niche groups — gamers — and have been since the beginning. And most gamers still don't have VR systems; just 29 percent of the 169 million gamers in the United States say they own one.

"At the moment, VR is stuck as a subset of games consoles, and it's not evident that it will break out of that," said Benedict Evans, a tech analyst and former partner at the venture capital firm Andreessen Horowitz. "Gaming is a big business, and it's hundreds of millions of people, but it's not billions of people. So it's not a universal experience."

So why are companies doing this?

It depends on whom you ask.

VR companies say it's only a matter of time before consumers, already obsessed with social media, will want somewhere new to interact and attract digital likes. A metaverse could allow people tired of photo filters and video editing tools to digitally embody whole new personas and show their creativity or financial status through avatars. It might also drive young people to spend even more time online.

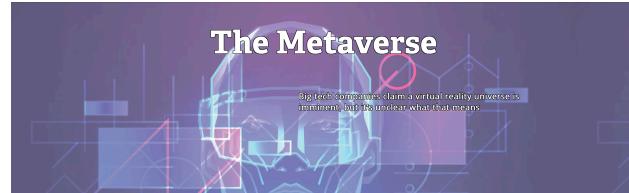
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- 5.8. ในส่วนที่ 1 (header)

- ให้กำหนด `h1` มีขนาดตัวอักษร 5em ตัวอักษรแสดงตรงกลาง และกำหนดสีตัวอักษรเป็นสีขาว
- ให้กำหนด `p` มีความกว้าง 45% วางตัวอยู่ทางด้านขวา มีขนาดตัวอักษร 1.3em กำหนดความหนาตัวอักษร เป็น bold สีของตัวอักษรเป็นสีขาว ปรับให้ตัวอักษรไม่มีชิดขวามากเกินไป



- c. เพื่อให้ตัวอักษรที่มีสีขาวดูชัดเจนขึ้นให้ตัวอักษรแสดงเงา (shadow) โดยมีขอบของตัวอักษร (outline effect to text) มีสีดำ สามารถดูวิธีการกำหนดขอบของตัวอักษรได้ที่ <https://stackoverflow.com/questions/4919076/outline-effect-to-text>



5.9. ให้กำหนด h2 ทั้งหมดในเอกสารมีขนาดตัวอักษร 2.5em และกำหนดสีตัวอักษรสีแดงรหัส #dd3b2a



5.10. ในส่วนที่ 2 (main) ให้จัดเอกสาร ให้ข้อความแสดง 2 คอลัมน์ดังแสดงในตัวอย่าง จัดให้แต่ละคอลัมน์ไม่ซิดกันให้มีระยะห่างเหมาะสม

- a. กำหนดส่วน div ที่มีคลาสชื่อ definition และ howitwork มีความกว้าง 45% และมีระยะห่างระหว่างขอบของวัตถุตัวในกับข้อความที่อยู่ในกรอบ (padding) มีขนาด 20px

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"There will be power players for sure," said Denise White, founder of the immersive tech company Blank XR. "Once you're able to put on your new AR glasses and you suddenly see these holograms walking around in the world, then you'll know, you're now inside of the metaverse."

With so many devices offered by different companies, it's unclear how a single avatar could move between them. One theory is that the metaverse would pick up cues from web browsers. Just like you can toggle between websites on your smartphone, your avatar might jump between platforms built to be cross-compatible and inclusive, said Daniel Liebeskind, CEO of Topia, a video chat platform.

"The metaverse should be a collection of technologies, backends and experiential frontends that all play nicely together," Liebeskind said.

- 5.11. ในส่วนที่ 3 (supporting) ให้จัดเอกสาร โดยให้ข้อความ “Who are its power players?” วางตัวอยู่ด้านซ้าย และให้ข้อความ “Will the metaverse actually happen?” วางตัวอยู่ด้านขวา ดังแสดงตามรูปด้านล่าง
- กำหนดส่วน div ที่มีคลาสชื่อ whoplayer และ willhappen มีความกว้าง 45% และมีระยะห่างระหว่างขอบของวัตถุด้านในกับข้อความที่อยู่ในกรอบ (padding) มีขนาด 20px

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Magic Leap was one of the earliest companies to draw attention to the space when it released an augmented reality app in 2011. Today, it mostly sells to businesses, according to its [website](#).

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“At the moment, VR is stuck as a subset of games consoles, and it's not self-evident that it will break out of that,” said Benedict Evans, a tech analyst and former partner at the venture capital firm Andreessen Horowitz. “Gaming is a big business, and it's hundreds of millions of people, but is not billions of people. So it's not a universal experience.”

5.12. ในส่วนที่ 4 (summary)

- กำหนดส่วน div ที่มีคลาสชื่อ whydothis มีระยะห่างระหว่างขอบของวัตถุด้านในกับข้อความที่อยู่ในกรอบ (padding) มีขนาด 20px
- ให้จัดข้อความ “So why are companies doing this?” ให้อยู่ตรงกลาง (center)
- กำหนดให้ p มีความกว้าง 45% โดยข้อความใน p อันแรก วางตัวอยู่ด้านซ้าย และข้อความ p อันที่สอง วางตัวอยู่ด้านขวา ดังแสดงตามรูปด้านล่าง

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5.13. ให้กำหนดให้ a (hyperlink) ทุกตัวมีความหนาตัวอักษรเป็น bold มีสีตัวอักษรสีแดง #dd3b2a และไม่แสดงเส้นด้านล่าง

with digital content. Apple also has longtime **AR ambitions**.

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It's not yet clear. While technological advances have made VR headsets lighter weight and more affordable in recent years, the devices are primarily used by a niche group — gamers — and have been since the beginning. And most gamers still don't have a VR system. Just 29 percent of the 169 million gamers in the United States say they own one, [according to figures](#) from the Entertainment Software Association.

5.14. ในส่วนที่ 3 (supporting) ในส่วน div ที่มีคลาสชื่อ content ให้ใส่รูปภาพเป็นพื้นหลัง (background image) แบบไม่ต้องแสดงข้า สองรูป

- รูปแรกให้แสดงรูปภาพจากไฟล์ชื่อ conference.png จัดตำแหน่งของรูปภาพให้อยู่ด้านขวาโดยแนวตั้งให้อยู่ประมาณกึ่งกลางของเนื้อหา “Who are its power players?”
- รูปที่สองให้แสดงรูปภาพจากไฟล์ชื่อ avatar.png จัดตำแหน่งของรูปภาพให้อยู่ด้านซ้ายโดยแนวตั้งให้อยู่ประมาณกึ่งกลางของเนื้อหา “Will the metaverse actually happen?”

Who are its power players?

Several large tech companies are chasing down the metaverse.
Facebook bought Oculus in 2014 with this metaverse vision in mind. Zuckerberg said in a statement at the time that the social networking site is “getting ready for the platforms of tomorrow.” More recently, Facebook launched a new product group to build the new 3-D social space, calling for a “connective tissue” to bridge varying services together.

In May, Microsoft CEO Satya Nadella said the company working to build an “enterprise metaverse.” A month earlier, Epic Games said it raised \$1 billion to spend on its metaverse plans. The computing giant Nvidia and gaming platform Roblox are also working in this realm. Last year, Spatial released a free AR app allowing avatars to appear within a user’s real-world environment. Meanwhile, Snapchat has been moving in this direction for years, introducing custom avatars and filters that overlay the world with digital content. Apple also has longtime [AR ambitions](#).

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But there’s still room for start-ups, since a digital world would require loads of content, tools and places for people to see and engage with.



Will the metaverse actually happen?

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“At the moment, VR is stuck as a subset of games consoles, and it’s not self-evident that it will break out of that,” said Benedict Evans, a tech analyst and former partner at the venture capital firm Andreessen Horowitz. “Gaming is a big business, and it’s hundreds of millions of people, but is not billions of people. So it’s not a universal experience.”

5.15. ในแต่ละส่วนของเนื้อหาให้มีรูปหัวใจด้านบนด้านล่างให้เหมาะสมไม่เชิดกับขอบของเนื้อหามากเกินไป

- เมื่อทำเสร็จแล้วให้กด save เพื่อบันทึกเอกสารล่าสุด และให้เปลี่ยนชื่อไฟล์ metaverse.css เป็น xxxxxxxxxxxx.css (xxxxxxxxxx คือรหัสนักศึกษา) และ upload ขึ้นระบบ ก่อน upload ตรวจสอบให้แน่ใจว่าเป็นไฟล์ที่ต้องการส่ง