

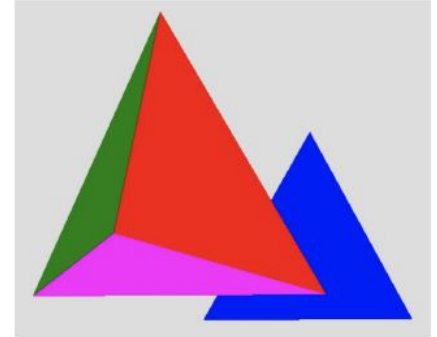
From the simple color demo:

// object with all faces having the same color

```
var triGeom1 = createTriGeometry(size);  
var triMaterial = new THREE.MeshBasicMaterial( {color: new THREE.Color("blue")} );  
var triMesh1 = new THREE.Mesh(triGeom1, triMaterial);  
scene.add(triMesh1);
```

// object with each face having a different color

```
var triGeom2 = createTriGeometry(size);  
var triMaterials =  
    [ new THREE.MeshBasicMaterial( {color: new THREE.Color("red")} ),  
      new THREE.MeshBasicMaterial( {color: new THREE.Color("green")} ),  
      new THREE.MeshBasicMaterial( {color: new THREE.Color("cyan")} ),  
      new THREE.MeshBasicMaterial( {color: new THREE.Color("magenta")} ) ];  
  
triGeom2.faces[0].materialIndex = 0;  
triGeom2.faces[1].materialIndex = 1;  
triGeom2.faces[2].materialIndex = 2;  
triGeom2.faces[3].materialIndex = 3;  
  
var triMesh2 = new THREE.Mesh(triGeom2, triMaterials);  
triMesh2.position.set(-size,0,0);  
scene.add(triMesh2);
```



TW shortcuts:

```
TW.setMaterialForFaces11(triGeom2);           // shortcut for above coloring of triGeom2  
TW.setMaterialForFaces(triGeom2, 2, 1, 2, 3); // faces 1, 2, and 3 are cyan (color index 2)
```