```
 //walls

//top
var planeTop = new THREE.Mesh(planeGeo,new THREE.MeshPhongMaterial({color: 0xf1f1f1,map:THREE.ImageUtils.loadTexture( "./textures/posy.jpg")}));
planeTop.position.y = 100;
planeTop.rotateX(Math.PI / 2 );
scene.add(planeTop);

//bottom
var planeBottom = new THREE.Mesh(planeGeo,new THREE.MeshPhongMaterial({color: 0xf1f1f1,map:THREE.ImageUtils.loadTexture("./textures/negy.jpg")}));
planeBottom.rotateX(-Math.PI/2);
scene.add(planeBottom);

//front
var planeFront = new THREE.Mesh(planeGeo, new THREE.MeshPhongMaterial({color: 0xf1f1f1,map:THREE.ImageUtils.loadTexture("./textures/negz.jpg")}));
planeFront.position.z = 50;
planeFront.position.y = 50;
planeFront.rotateY(Math.PI);
scene.add(planeFront);

//behind
var planeBehind = new THREE.Mesh(planeGeo,new THREE.MeshPhongMaterial({map:THREE.ImageUtils.loadTexture("./textures/posz.jpg")}));
planeBehind.position.z = -50;
planeBehind.position.y = 50;
//planeBehind.rotateZ(-Math.PI/2);
scene.add(planeBehind);
//right
var planeRight = new THREE.Mesh(planeGeo,new THREE.MeshPhongMaterial({color: 0xf1f1f1,map:THREE.ImageUtils.loadTexture("./textures/posx.jpg")}));
planeRight.position.x = 50 ;
planeRight.position.y = 50;
planeRight.rotateY(- Math.PI/2);
scene.add(planeRight);

// left
var planeLeft = new THREE.Mesh(planeGeo,new THREE.MeshPhongMaterial({color: 0xf1f1f1,map:THREE.ImageUtils.loadTexture("./textures/negx.jpg")}) );
planeLeft.position.x = -50;
planeLeft.position.y = 50;
planeLeft.rotateY(Math.PI/2);
scene.add(planeLeft);
```

定义主平面后,分别设置其他平面的坐标值,通过绕 XY 轴旋转,以达到六个平面;
代码如上图所示。

之后再到六个面合适的位置贴上合适的纹理;
总体思路上就是这样