```

from flask import Flask, jsonify

import cesium

import math

app = Flask(\_\_name\_\_)

Define the motor model

motor\_model = {

    'name': 'Motor',

    'position': [0, 0, 0],

    'orientation': [0, 0, 0],

    'scale': [1, 1, 1],

    'geometry': {

        'type': 'Cylinder',

        'radius': 0.5,

        'height': 1.0,

        'material': {

            'type': 'Material',

            'color': '#FF0000'

        }

    }

}

Define the 2 mechanisms

mechanism1 = {

    'name': 'Mechanism 1',

    'position': [0, 0, 0],

    'orientation': [0, 0, 0],

    'scale': [0.5, 0.5, 0.5],

    'geometry': {

        'type': 'Box',

        'dimensions': [0.2, 0.2, 0.2],

        'material': {

            'type': 'Material',

            'color': '#00FF00'

        }

    }

}

mechanism2 = {

    'name': 'Mechanism 2',

    'position': [0, 0, 0],

    'orientation': [0, 0, 0],

    'scale': [0.5, 0.5, 0.5],

    'geometry': {

        'type': 'Sphere',

        'radius': 0.1,

        'material': {

            'type': 'Material',

            'color': '#0000FF'

        }

    }

}

Define the circular motion for the mechanisms

def circular\_motion(mechanism, radius, speed):

    angle = speed \* math.pi / 180

    x = radius \* math.cos(angle)

    y = radius \* math.sin(angle)

    mechanism['position'] = [x, y, 0]

Define the Cesium scene

cesium\_scene = {

    'name': 'Motor Scene',

    'entities': [motor\_model, mechanism1, mechanism2],

    'animations': []

}

Define the animation for the mechanisms

animation = {

    'name': 'Circular Motion',

    'type': 'Animation',

    'entities': [mechanism1, mechanism2],

    'properties': {

        'position': {

            'type': 'Cartesian3',

            'animation': 'circular\_motion'

        }

    }

}

cesium\_scene['animations'].append(animation)

@app.route('/motor', methods=['GET'])

def get\_motor():

    return jsonify(cesium\_scene)

if \_\_name\_\_ == '\_\_main\_\_':

    app.run(debug=True)

```

 HTML code:

```

<!DOCTYPE html>

<html>

<head>

    <meta charset="UTF-8">

    <title>Motor Scene</title>

    <script src="https://unpkg.com/cesium@1.94/Build/Cesium/Cesium.js"></script>

    <style>

        #cesiumContainer {

            width: 100%;

            height: 600px;

            margin: 0;

            padding: 0;

            overflow: hidden;

        }

    </style>

</head>

<body>

    <div id="cesiumContainer"></div>

    <script>

        // Initialize the Cesium viewer

        const viewer = new Cesium.Viewer('cesiumContainer');

        // Load the motor scene from the Flask API

        fetch('/motor

```

Here is the updated code with two meshes moving in rotation:

```

from flask import Flask, jsonify

import cesium

import math

app = Flask(\_\_name\_\_)

Define the motor model

motor\_model = {

'name': 'Motor',

'position': [0, 0, 0],

'orientation': [0, 0, 0],

'scale': [1, 1, 1],

'geometry': {

'type': 'Cylinder',

'radius': 0.5,

'height': 1.0,

'material': {

'type': 'Material',

'color': '#FF0000'

}

}

}

Define the 2 mechanisms

mechanism1 = {

'name': 'Mechanism 1',

'position': [0, 0, 0],

'orientation': [0, 0, 0],

'scale': [0.5, 0.5, 0.5],

'geometry': {

'type': 'Box',

'dimensions': [0.2, 0.2, 0.2],

'material': {

'type': 'Material',

'color': '#00FF00'

}

}

}

mechanism2 = {

'name': 'Mechanism 2',

'position': [0, 0, 0],

'orientation': [0, 0, 0],

'scale': [0.5, 0.5, 0.5],

'geometry': {

'type': 'Sphere',

'radius': 0.1,

'material': {

'type': 'Material',

'color': '#0000FF'

}

}

}

Define the 2 meshes

mesh1 = {

'name': 'Mesh 1',

'position': [1, 0, 0],

'orientation': [0, 0, 0],

'scale': [1, 1, 1],

'geometry': {

'type': 'Box',

'dimensions': [0.5, 0.5, 0.5],

'material': {

'type': 'Material',

'color': '#FFFF00'

}

}

}

mesh2 = {

'name': 'Mesh 2',

'position': [-1, 0, 0],

'orientation': [0, 0, 0],

'scale': [1, 1, 1],

'geometry': {

'type': 'Sphere',

'radius': 0.25,

'material': {

'type': 'Material',

'color': '#FF00FF'

}

}

}

Define the circular motion for the mechanisms

def circular\_motion(mechanism, radius, speed):

angle = speed \* math.pi / 180

x = radius \* math.cos(angle)

y = radius \* math.sin(angle)

mechanism['position'] = [x, y, 0]

Define the rotation motion for the meshes

def rotation\_motion(mesh, speed):

angle = speed \* math.pi / 180

mesh['orientation'] = [0, angle, 0]

Define the Cesium scene

cesium\_scene = {

'name': 'Motor Scene',

'entities': [motor\_model, mechanism1, mechanism2, mesh1, mesh2],

'animations': []

}

Define the animation for the mechanisms

animation1 = {

'name': 'Circular Motion 1',

'type': 'Animation',

'entities': [mechanism1],

'properties': {

'position': {

'type': 'Cartesian3',

'animation': 'circular\_motion',

'radius': 0.5,

'speed': 30

}

}

}

animation2 = {

'name': 'Circular Motion 2',

'type': 'Animation',

'entities': [mechanism2],

'properties': {

'position': {

'type': 'Cartesian3',

'animation': 'circular\_motion',

'radius': 0.5,

'speed': -30

}

}

}

Define the animation for the meshes

animation3 = {

'name': 'Rotation Motion 1',

'type': 'Animation',

'entities': [mesh1],

'properties': {

'orientation': {

'type': 'Quaternion',

'animation': 'rotation\_motion',

'speed': 60

}

}

}

animation4 = {

'name': 'Rotation Motion 2',

'type': 'Animation',

'entities': [mesh2],

'properties': {

'orientation':

```