

# IMPLEMENTATION

## SetUpPhysicsWorld()

```
physicsWorld =  
new Ammo.btDiscreteDynamicsWorld(dispatcher, overlappingPairCache, solver, collisionConfiguration);
```

## LightOn/Off()

```
hemiLight = new THREE.HemisphereLight(0xffffff, 0xffffff, 0.1);  
dirLight = new THREE.DirectionalLight(0xffffff, 1);
```

## RenderFrame()

```
let deltaTime = clock.getDelta();  
renderer.render(scene, camera);
```

## SetUpGraphics()

```
scene = new THREE.Scene();  
camera = new THREE.PerspectiveCamera(60, window.innerWidth / window.innerHeight, 0.2, 5000);
```