<body></body>

<script src="/three.js"></script>

<script>

// The "scene" is where stuff in our game will happen:

var scene = new THREE.Scene();

var flat = {flatShading: true};

var light = new THREE.AmbientLight('white', 0.8);

scene.add(light);

// The "camera" is what sees the stuff:

var aspectRatio = window.innerWidth / window.innerHeight;

var camera = new THREE.PerspectiveCamera(75, aspectRatio, 1, 10000);

camera.position.z = 500;

scene.add(camera);

// The "renderer" draws what the camera sees onto the screen:

var renderer = new THREE.WebGLRenderer({antialias: true});

renderer.setSize(window.innerWidth, window.innerHeight);

document.body.appendChild(renderer.domElement);

// \*\*\*\*\*\*\*\* START CODING ON THE NEXT LINE \*\*\*\*\*\*\*\*

var cover = new THREE.MeshNormalMaterial();

var body = new THREE.CylinderGeometry(1,120,125);

var avatar = new THREE.Mesh(body , cover);

scene.add(avatar);

var hand = new THREE.SphereGeometry(70);

var righthand =new THREE.Mesh(hand, cover);

righthand.position.set(-150,0,0);

scene.add(righthand);

var lefthand =new THREE.Mesh(hand, cover);

lefthand.position.set(150,0,0);

scene.add(lefthand);

var foot = new THREE.CylinderGeometry(1,100,100);

var leftfoot =new THREE.Mesh(hand, cover);

leftfoot.position.set(-75,-125,0);

scene.add(leftfoot);

var rightfoot =new THREE.Mesh(hand, cover);

rightfoot.position.set(75,-125,0);

scene.add(rightfoot);

var head = new THREE.SphereGeometry(20,100,100);

var head =new THREE.Mesh(hand, cover);

head.position.set(0,120,0);

scene.add(head);

// Now, show what the camera sees on the screen:

renderer.render(scene, camera);

</script>