

```
1 <!DOCTYPE html>
2 <html>
3 <head>
4 <title>My Cool Net App</title>
5 </head>
6 <body>
7 <script src="http://cdnjs.cloudflare.com/ajax/libs/three.js/r58/three.min.js"></script>
8 </script>
9
10 renderer = new THREE.WebGLRenderer();
11 renderer.setSize(window.innerWidth, window.innerHeight);
12 document.body.appendChild(renderer.domElement);
13
14 camera = new THREE.PerspectiveCamera( 50, window.innerWidth/window.innerHeight, 1, 10000 );
15 camera.position.z = 500;
16
17 scene = new THREE.Scene();
18
19 geometry = new THREE.CubeGeometry(100, 100, 100);
20 material = new THREE.MeshNormalMaterial({shading: THREE.FlatShading});
21 mesh = new THREE.Mesh(geometry, material);
22 scene.add(mesh);
23
24 renderer.render( scene, camera );
25
26 </script>
27 </body>
28 </html>
```