```html
<!DOCTYPE html>
<html>

  <head>

    <title> My Cool Net Art</title>

  </head>

  <body>

    <script src="http://cdnjs.cloudflare.com/ajax/libs/three.js/r58/three.min.js"></script>
    <script>

      renderer = new THREE.WebGLRenderer();
      renderer.setSize( window.innerWidth, window.innerHeight );
      document.body.appendChild( renderer.domElement );

      camera = new THREE.PerspectiveCamera( 50, window.innerWidth/window.innerHeight, 1, 10000 );
      camera.position.z = 500;

      scene = new THREE.Scene();

      geometry = new THREE.CubeGeometry(200, 200, 200);
      material = new THREE.MeshNormalMaterial({shading: THREE.FlatShading});
      mesh = new THREE.Mesh(geometry, material);
      scene.add(mesh);

      renderer.render( scene, camera );

    </script>

  </body>
</html>
```