

index.html X JS index.js

vscode > index.html > html > body > script > geometry

```
1 <!DOCTYPE html>
2 <html lang="en">
3
4 <head>
5   <meta charset="UTF-8">
6   <meta http-equiv="X-UA-Compatible" content="IE=edge">
7   <meta name="viewport" content="width=device-width, initial-scale=1.0">
8   <title>Taller Complementos</title>
9 </head>
10
11 <body>
12
13   <script src="https://cdn.jsdelivr.net/npm/three.js/r128/three.min.js"></script>
14
15   <script>
16
17     //Scene
18     var scene = new THREE.Scene();
19     scene.background = new THREE.Color(0x18B0F0);
20
21     //Camera
22     var camera = new THREE.PerspectiveCamera(75, window.innerWidth / window.innerHeight);
23
24     //Render
25     var renderer = new THREE.WebGLRenderer();
26     renderer.setSize(window.innerWidth, window.innerHeight);
27     document.body.appendChild(renderer.domElement);
28     renderer.render(scene, camera);
29
30
31
32     const geometry = new THREE.BoxGeometry();
33     const material = new THREE.MeshBasicMaterial({ color: 0x19FA82 });
34     const cube = new THREE.Mesh(geometry, material);
35     scene.add(cube);
36
37
```