Scene: place objects, lights and cameras https://threejs.org/docs/#api/en/scenes/Scene
Object3D: the base class for most objects https://threejs.org/docs/#api/en/core/Object3D
Group: group objects together https://threejs.org/docs/#api/en/objects/Group

requestAnimationFrame() creates a loop to draw the scene, and the animation will pause when the user visits other browsers. https://threejs.org/docs/#manual/en/introduction/Creating-a-scene

Three.js Scene Graph: https://threejsfundamentals.org/threejs/lessons/threejs-scenegraph.html ,including another version of solar system demo

Use two packages in this lab:
npm install –prefix . three
npm install –prefix . dat.gui

Note: Teapot has to compensate to stay on top of earth

Scene Graph Strucutre:
-Scene
    -Solar System
        -Sun
        -Earth Rotation
            -Earth
            -Teapot
        -Saturn Rotation
            -Saturn
            -Torus
            -Moon

Final results demo: we can see the teapot is always on the top of earth.