1. **Izveido skybox kubu un piešķir visām malām tekstūras**

var geometry = new THREE.CubeGeometry( 1000, 1000, 1000 );

var cubeMaterials = [

new THREE.MeshBasicMaterial({ map: new THREE.TextureLoader().load( "img/ft.png" ), side: THREE.DoubleSide }), //front side

new THREE.MeshBasicMaterial({ map: new THREE.TextureLoader().load( 'img/bk.png' ), side: THREE.DoubleSide }), //back side

new THREE.MeshBasicMaterial({ map: new THREE.TextureLoader().load( 'img/up.png' ), side: THREE.DoubleSide }), //up side

new THREE.MeshBasicMaterial({ map: new THREE.TextureLoader().load( 'img/dn.png' ), side: THREE.DoubleSide }), //down side

new THREE.MeshBasicMaterial({ map: new THREE.TextureLoader().load( 'img/rt.png' ), side: THREE.DoubleSide }), //right side

new THREE.MeshBasicMaterial({ map: new THREE.TextureLoader().load( 'img/lf.png' ), side: THREE.DoubleSide }) //left side

];

1. **Izveido kubu**

var cubeMaterial = new THREE.MeshFaceMaterial( cubeMaterials );

var cube = new THREE.Mesh( geometry, cubeMaterial );

scene.add( cube );

var geometry = new THREE.BoxGeometry ( 5, 5, 5 );

var material = new THREE.MeshNormalMaterial();

var cube = new THREE.Mesh( geometry, material );

scene.add(cube);

1. **Izveido spirāli**

var obj = new THREE.Line(

new THREE.Geometry(), new THREE.LineBasicMaterial({color: 0x339900}));

obj.geometry.dynamic = true;

scene.add(obj);

1. **Rotācijas matemātika**

var tanh = Math.tanh || function tanh(x) {

return (Math.exp(x) - Math.exp(-x)) / (Math.exp(x) + Math.exp(-x));

};

var cosh = Math.cosh || function cosh(x) {

return (Math.exp(x) + Math.exp(-x)) / 2;

};

var sinh = Math.sinh || function sinh(x) {

return (Math.exp(x) - Math.exp(-x)) / 2;

};

1. **Nodoršina matemātiku**

var sz = 16, cxy = 100, cz = cxy \* sz;

var hxy = Math.PI / cxy, hz = Math.PI / cz;

var r = 20;

for (var i = -cz; i < cz; i++) {

var lxy = i \* hxy;

var lz = i \* hz;

var rxy = r / cosh(lz);

var x = rxy \* Math.cos(lxy);

var y = rxy \* Math.sin(lxy);

var z = r \* tanh(lz);

obj.geometry.vertices.push(new THREE.Vector3(x, y, z));

}

1. **Loop animācija lai spirāle visu laiku grieztos**

var loop = function loop() {

requestAnimationFrame(loop);

obj.rotation.z += 0.1;

controls.update();

renderer.clear();

renderer.render(scene, camera);

};

loop();// ensures spinning

1. **Renderē kubu un nodrošina griešanos**

var render = function ( ) {

requestAnimationFrame( render );

cube.rotation.x += 0.0001;

cube.rotation.y += 0.0001;

renderer.render( scene, camera );

};