```
// Create a material and apply it to the wireframe
const material = new THREE.LineBasicMaterial({ color: 0xcccccc });
const wireframeMesh = new THREE.LineSegments(wireframe, material);

// Set up the particle system
const particleCount = 1000;
const particles = new THREE.Geometry();
const particleMaterial = new THREE.PointsMaterial({
  color: 0xffffff,
  size: 4,
  map: new THREE.TextureLoader().load("star.png"),
  blending: THREE.AdditiveBlending,
  transparent: true
});

// Create the particles and add them to the particle system
for (let i = 0; i < particleCount; i++) {
  const px = Math.random() * 200 - 100;
  const py = Math.random() * 200 - 100;
  const pz = Math.random() * 200 - 100;
  const particle = new THREE.Vector3(px, py, pz);
  particles.vertices.push(particle);
}
const particleSystem = new THREE.Points(particles, particleMaterial);

// Add the Mobius strip, the wireframe mesh, and the particle system to the
scene
scene.add(mobius);
scene.add(wireframeMesh);
scene.add(particleSystem);

// Position the camera so that it is looking at the center of the renderer
camera.position.z = 25;
```

Free Research Preview: ChatGPT is optimized for dialogue. Our goal is to make AI systems more natural to interact with, and your feedback will help us improve our systems and make them safer.