- Scene

- Objects

- Camera

- Lights

- Renderer

Program Structure

- Raycasting

Interactivity

Realization

Create

scene

Create camera,

objects, lights

Create renderer
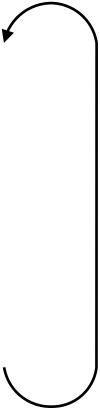
camera, objects,

lights CRUD

Render

Events

```
= new Scene();
```

```
function        () {
```

```
    = new PerspectiveCamera();
```

```
    = new Points();
```

```
= new WebGLRenderer();
```

```
    = new HemisphereLight();
```

```
function          () {
```

( );

();

```
function          () {
```

`.      ();`

```
function          () {
```

. ( );

```
function        () {
```

```
let          ,          ,          ,          ;
```

( );

( );