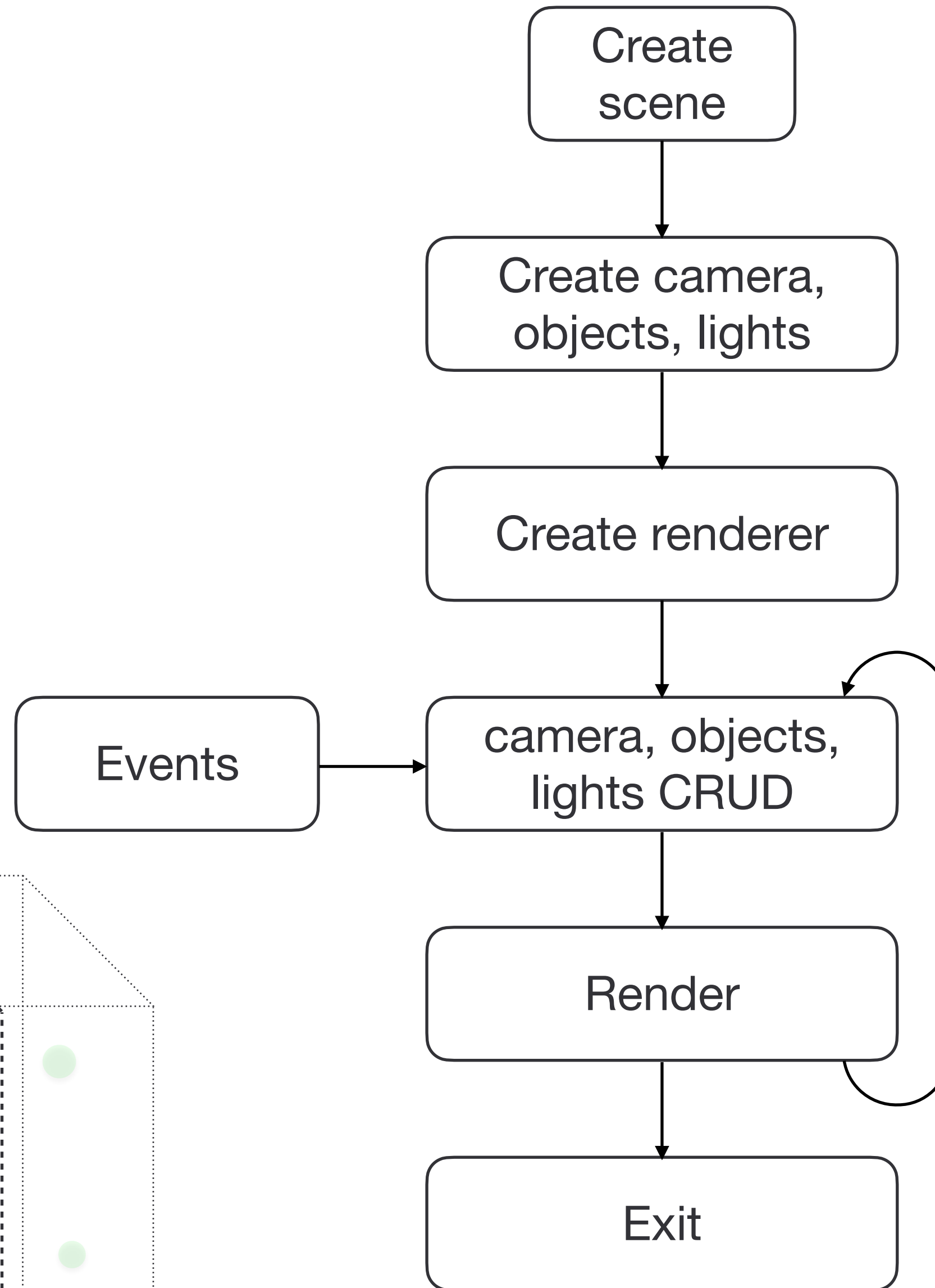
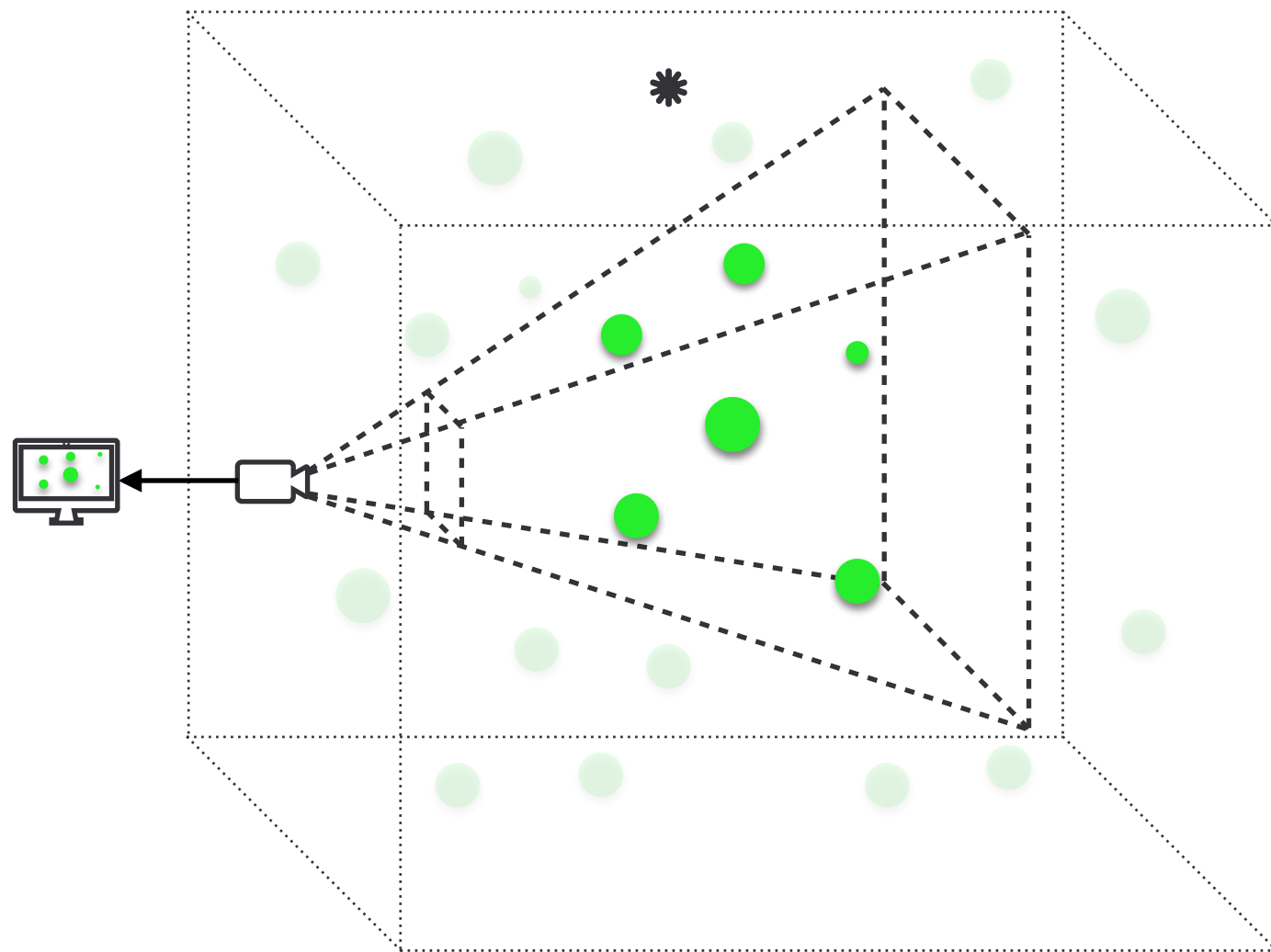


Realization

Program Structure

- Scene
- Objects
- Camera
- Lights
- Renderer



```
let scene, camera, obj, light, renderer;

function init() {
  scene = new Scene();
  camera = new PerspectiveCamera();
  obj = new Points();
  light = new HemisphereLight();
  renderer = new WebGLRenderer();
}

function render() {
  renderer.render();
}

function update() {
  obj.update();
  // ...
}

function animate() {
  requestAnimationFrame(animate);
  update();
  render();
}

function destroy() {
  obj.dispose();
  // ...
}

init();
animate();
destroy();
```

Program Structure

- Scene
- Objects
- Camera
- Lights
- Renderer

