- Scene
- Objects
- Camera
- Lights
- Renderer

Program Structure

Realization

Create scene

Create camera, objects, lights

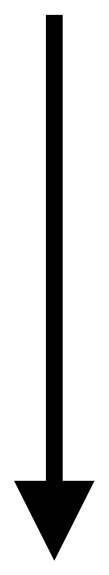
Create renderer

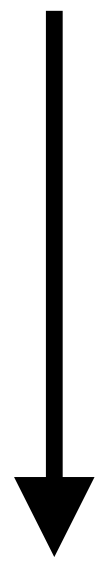
camera, objects,
lights CRUD

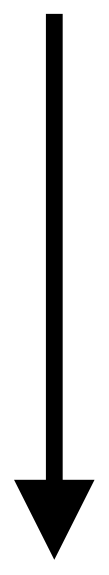
Render

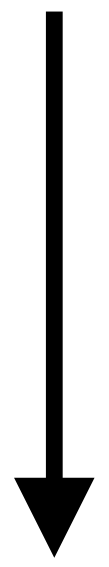
Events

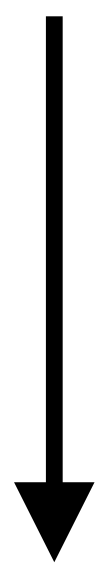
Exit











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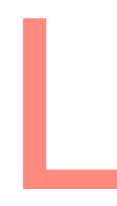
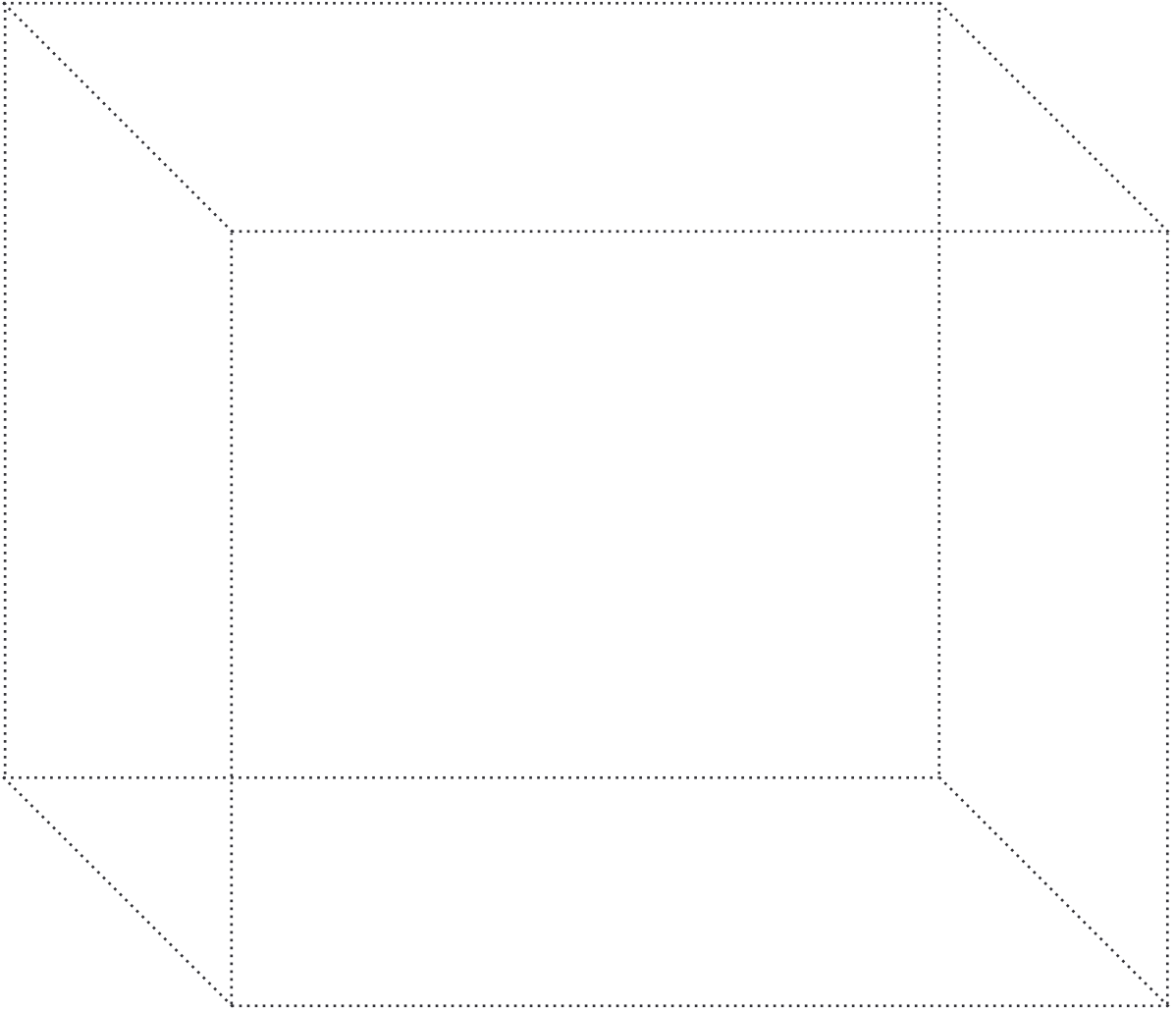
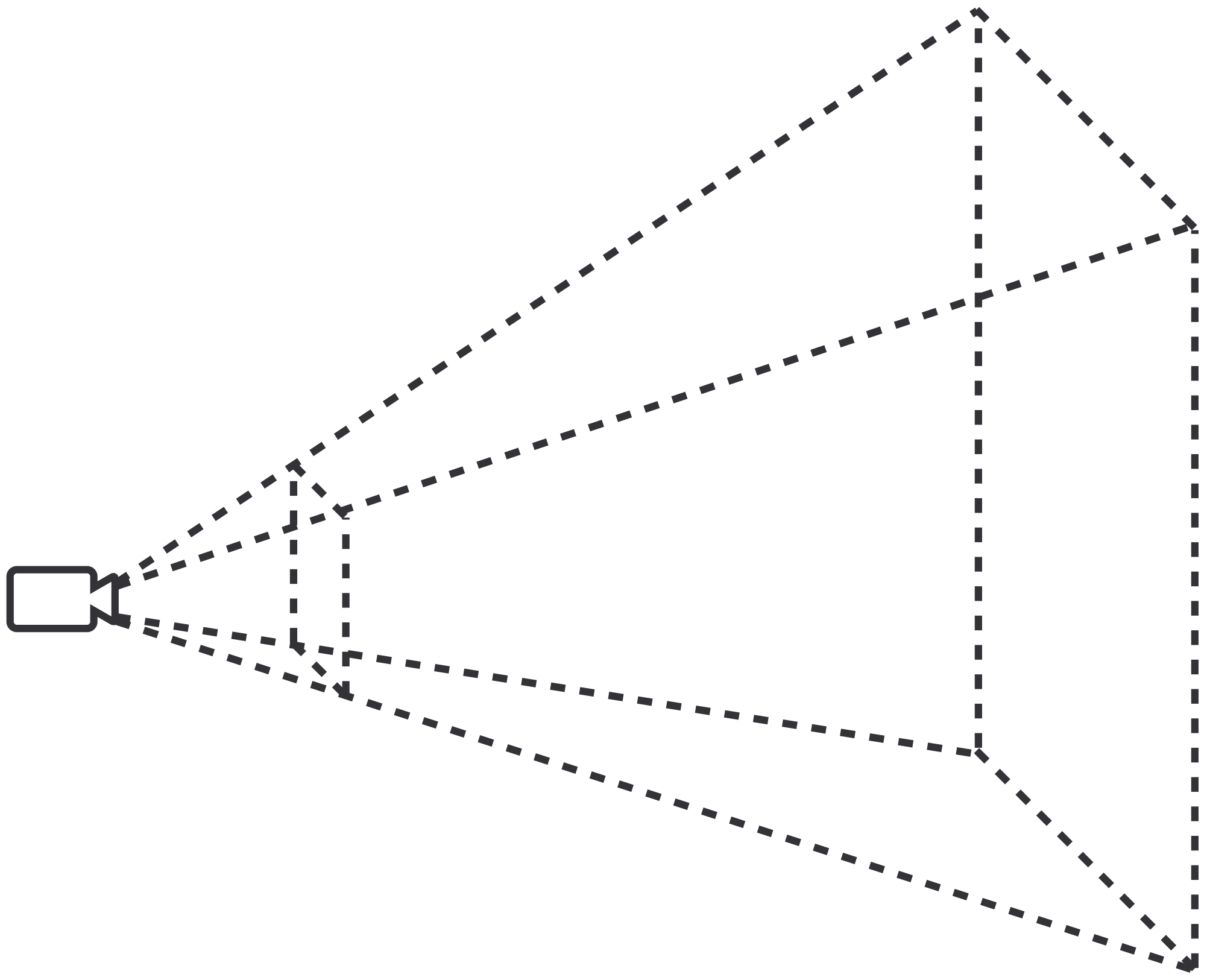
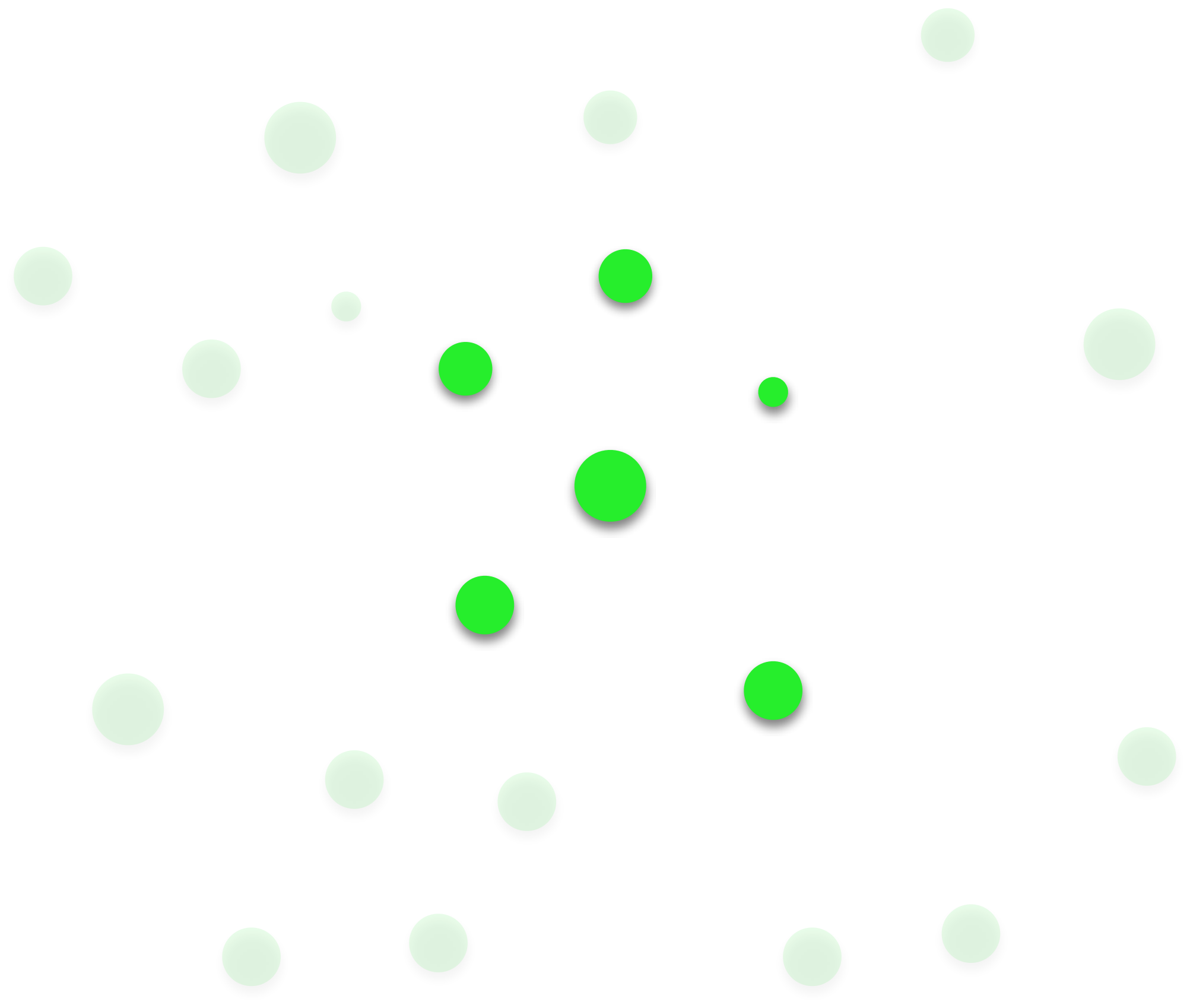
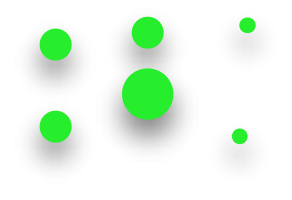










```
let , , , ;
```

```
function        () {
                = new Scene();

}
```

```
      = new PerspectiveCamera();
= new Points();
    = new HemisphereLight();
```

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

```
function
                                    () {
                                        ();
                    .
}
```

```
function                    () {
                          ();
        .
    // ...
}
```

```
function () {
```

( );

();

();

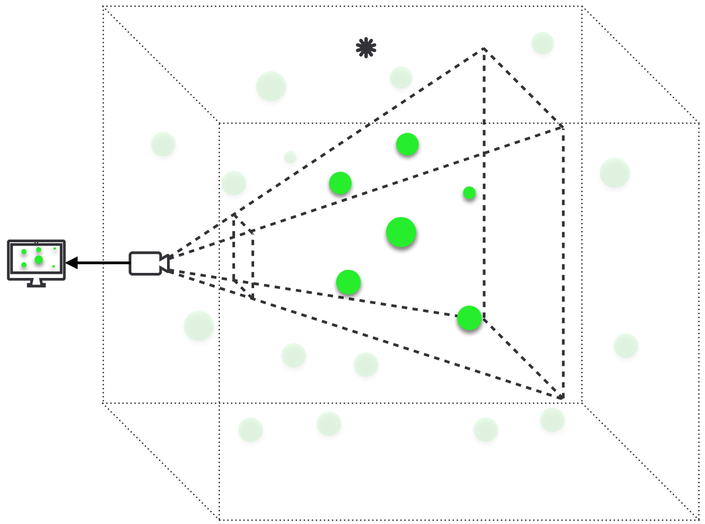
```
function
    .
  // ...
}
```

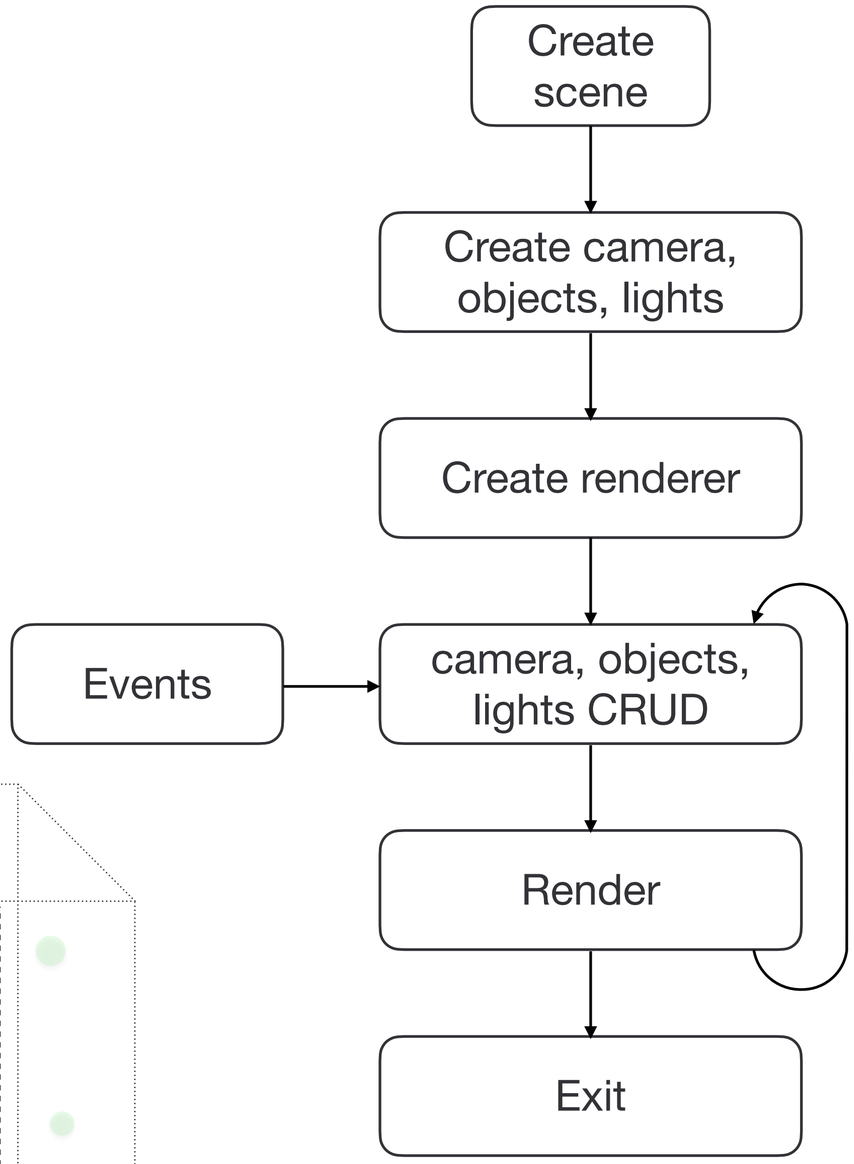
```
() {
();
```

Realization

Program Structure

- Scene
- Objects
- Camera
- Lights
- Renderer



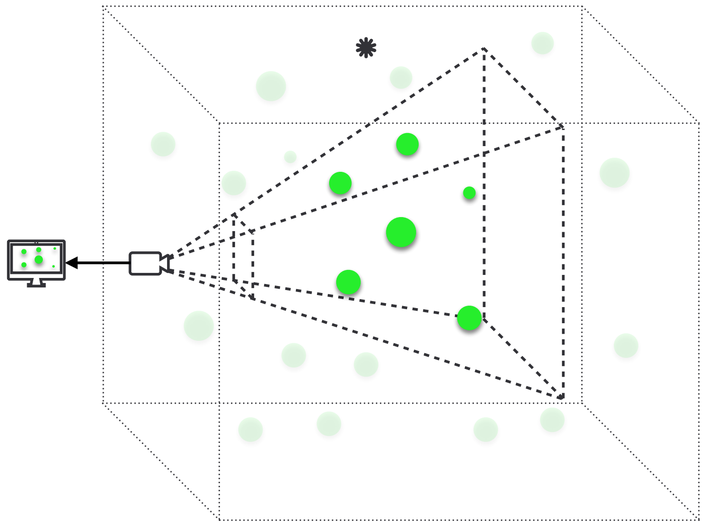


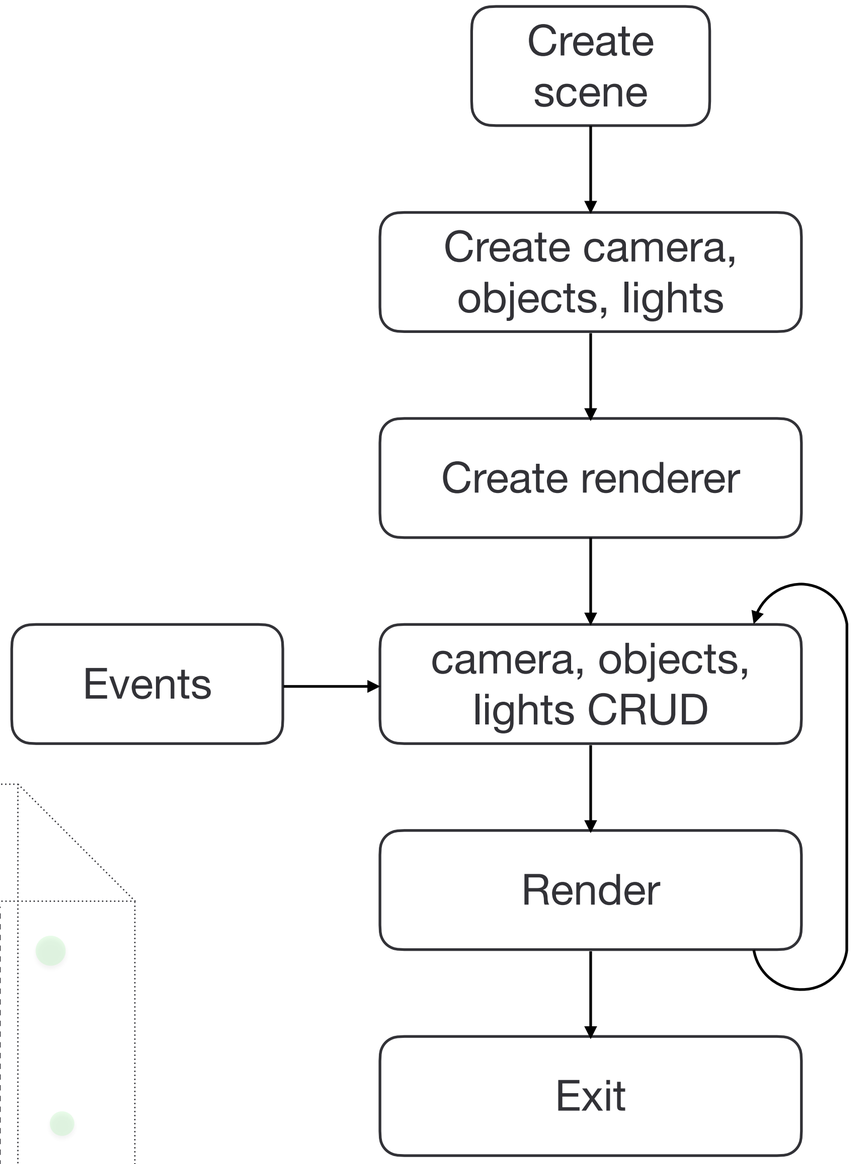

```
let scene, camera, obj, light, renderer;

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();
```

Realization

Program Structure

- Scene
- Objects
- Camera
- Lights
- Renderer



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