































2











R































Basic3D Elements

Program Structure



Realization



create

seren



objects, rights

create camera,



create render



camera, objects,

lightsCRUD



Render



Events



Ex it















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

function() {

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

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

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

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






function {}







function {}









function {}





function {}



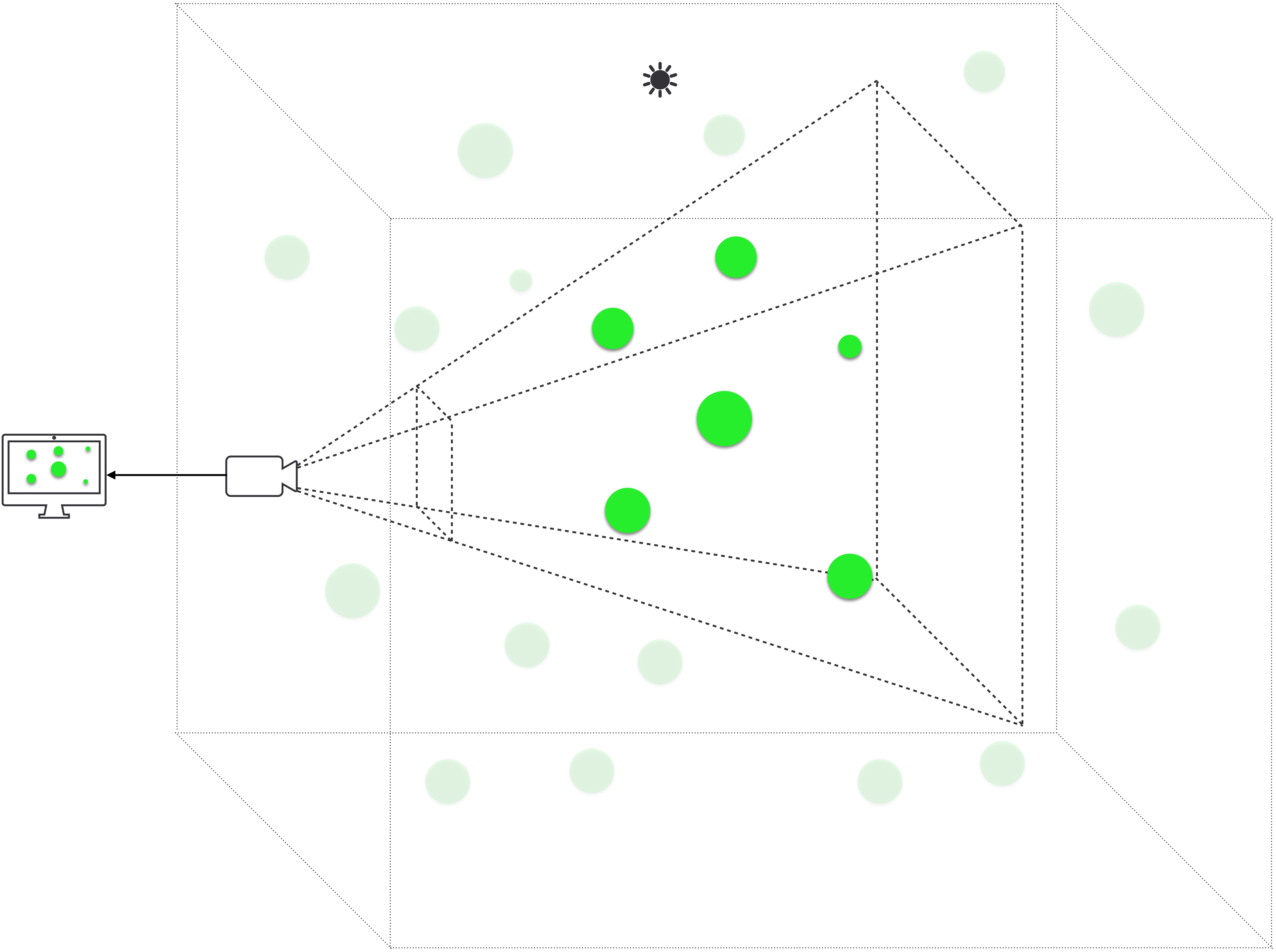


let's, let's, let's,



















































R































