

```

<html>

<head>

<script src = "https://cdnjs.cloudflare.com/ajax/libs/three.js/109/three.min.js">
</script>
<script src = "https://mimicproject.com/libs/maximilian.js"></script>
<script src = "orbitControls.js"></script>


  <meta charset="utf-8">
  <style>
  body {
      margin: 0px;
      background-color: #000000;
      overflow: hidden;
  }

  </style>
</head>

<body>

<script>

let scene, camera, renderer, boxGeo;


var myTextureLoader = new THREE.TextureLoader();
var myTexture = myTextureLoader.load('h2.jpg');
var material = new THREE.MeshBasicMaterial({map: myTexture});


//Surroundings
function init() {
scene = new THREE.Scene();
camera = new THREE.PerspectiveCamera
(45,window.innerWidth/window.innerHeight, 50, 45000);
camera.position.set(600, 500, 300);


renderer = new THREE.WebGLRenderer({antialias:true});
renderer.setSize(window.innerWidth, window.innerHeight);
document.body.appendChild(renderer.domElement)

```

```
boxGeo1 = new THREE.TorusKnotGeometry();
box1 = new THREE.Mesh(boxGeo1, material);
box1.position.set(50, 340, 30);
box1.scale.set(60,30,80,450)
box1.material.transparent = true;
scene.add(box1);
```

```
boxGeo2 = new THREE.TorusKnotGeometry();
box2 = new THREE.Mesh(boxGeo2, material);
box2.position.set(-300, -500, 70);
box2.scale.set(35,68,73,350)
box2.material.transparent = true;
scene.add(box2);
```

```
boxGeo3 = new THREE.TorusKnotGeometry();
box3 = new THREE.Mesh(boxGeo3, material);
box3.position.set(930, 8, 604);
box3.scale.set(62,93,42,200)
box3.material.transparent = true;
scene.add(box3);
```

```
boxGeo4 = new THREE.TorusKnotGeometry();
box4 = new THREE.Mesh(boxGeo3, material);
box4.position.set(-400, -290, -400);
box4.scale.set(10,73,63,806)
box4.material.transparent = true;
scene.add(box4);
```

```
boxGeo5 = new THREE.TorusKnotGeometry();
box5 = new THREE.Mesh(boxGeo3, material);
box5.position.set(30, -250, -450);
box5.scale.set(66,25,90,101)
box5.material.transparent = true;
scene.add(box5);
```

```
let controls = new THREE.OrbitControls(camera);
controls.addEventListener('change', renderer);
```

```
let materialArray = [];
let texture_front = new THREE.TextureLoader().load('yg.jpg');
```

```
let texture_back = new THREE.TextureLoader().load('yg.jpg');
let texture_top = new THREE.TextureLoader().load('h6.jpg');
let texture_bottom = new THREE.TextureLoader().load('h6.jpg');
let texture_right = new THREE.TextureLoader().load('h1.jpg');
let texture_left = new THREE.TextureLoader().load('h1.jpg');

materialArray.push(new THREE.MeshBasicMaterial({map: texture_front}));
materialArray.push(new THREE.MeshBasicMaterial({map: texture_back}));
materialArray.push(new THREE.MeshBasicMaterial({map: texture_top}));
materialArray.push(new THREE.MeshBasicMaterial({map: texture_bottom}));
materialArray.push(new THREE.MeshBasicMaterial({map: texture_right}));
materialArray.push(new THREE.MeshBasicMaterial({map: texture_left}));

for(let i=0;i<6;i++)
    materialArray[i].side = THREE.BackSide;
```

```
//Main
```

```
let skyboxGeo = new THREE.BoxGeometry(2500, 2500, 2500);
let skybox = new THREE.Mesh(skyboxGeo, materialArray);
scene.add(skybox);
```

```
    let skyboxGeo2 = new THREE.SphereGeometry(200,500, 100);
    let skybox2 = new THREE.Mesh(skyboxGeo2, materialArray);
    scene.add(skybox2);
let skyboxGeo3 = new THREE.TorusKnotGeometry(200,50, 100,380);
let skybox3 = new THREE.Mesh(skyboxGeo3, materialArray);
scene.add(skybox3);
let skyboxGeo4 = new THREE.TorusKnotGeometry(500,-50, 120,400);
let skybox4 = new THREE.Mesh(skyboxGeo4, materialArray);
scene.add(skybox4);
    let skyboxGeo5 = new THREE.TorusKnotGeometry(300,-20, 120,400);
let skybox5 = new THREE.Mesh(skyboxGeo5, materialArray);
scene.add(skybox5);
```

```
const geometry = new THREE.SphereGeometry(10, 68, 16 );
const material2 = new THREE.MeshBasicMaterial(174,73,235);
const sphere = new THREE.Mesh( geometry, material2 );
scene.add( sphere );
```

```
//Rotation
```

```

    animate();
}

function animate() {
    box1.rotation.x += 0.004;
    box1.rotation.y += 0.004;
    box1.rotation.Z += 0.004;

    box2.rotation.x += 0.002;
    box2.rotation.y += 0.002;
    box2.rotation.Z += 0.002;

    box3.rotation.y += 0.0036;
    box3.rotation.x += 0.0036;
    box3.rotation.Z += 0.0036;

    box4.rotation.y += 0.013;
    box4.rotation.x += 0.012;
    box4.rotation.Z += 0.012;

    box5.rotation.y += 0.0006;
    box5.rotation.x += 0.0006;
    box5.rotation.Z += 0.0006;

    renderer.render(scene, camera);

    requestAnimationFrame(animate);
}

init();
animate();

//music
let maxi = maximilian();
let audio = new maxi.maxiAudio();
let myOsc = new maxi.maxiOsc();
let galaxy = new maxi.maxiSample();
let myClock = new maxi.maxiClock();
audio.init();

audio.loadSample('didi_1.mp3', galaxy);

```

```
var tempo = 4;
var ticks = 0.2;

myClock.setTempo(tempo);
myClock.setTicksPerBeat(ticks);

audio.play = function (){
  myClock.ticker();
  if (myClock.tick && myClock.playHead /5 == 2) {
    galaxy.trigger();
  }
  myClock.ticker();
  if (myClock.tick && myClock.playHead /5 == 3) {
    door.trigger();
  }
  var out = galaxy.play(0.8)*8;
  return out;
}

</script>
</body>

</html>
```