

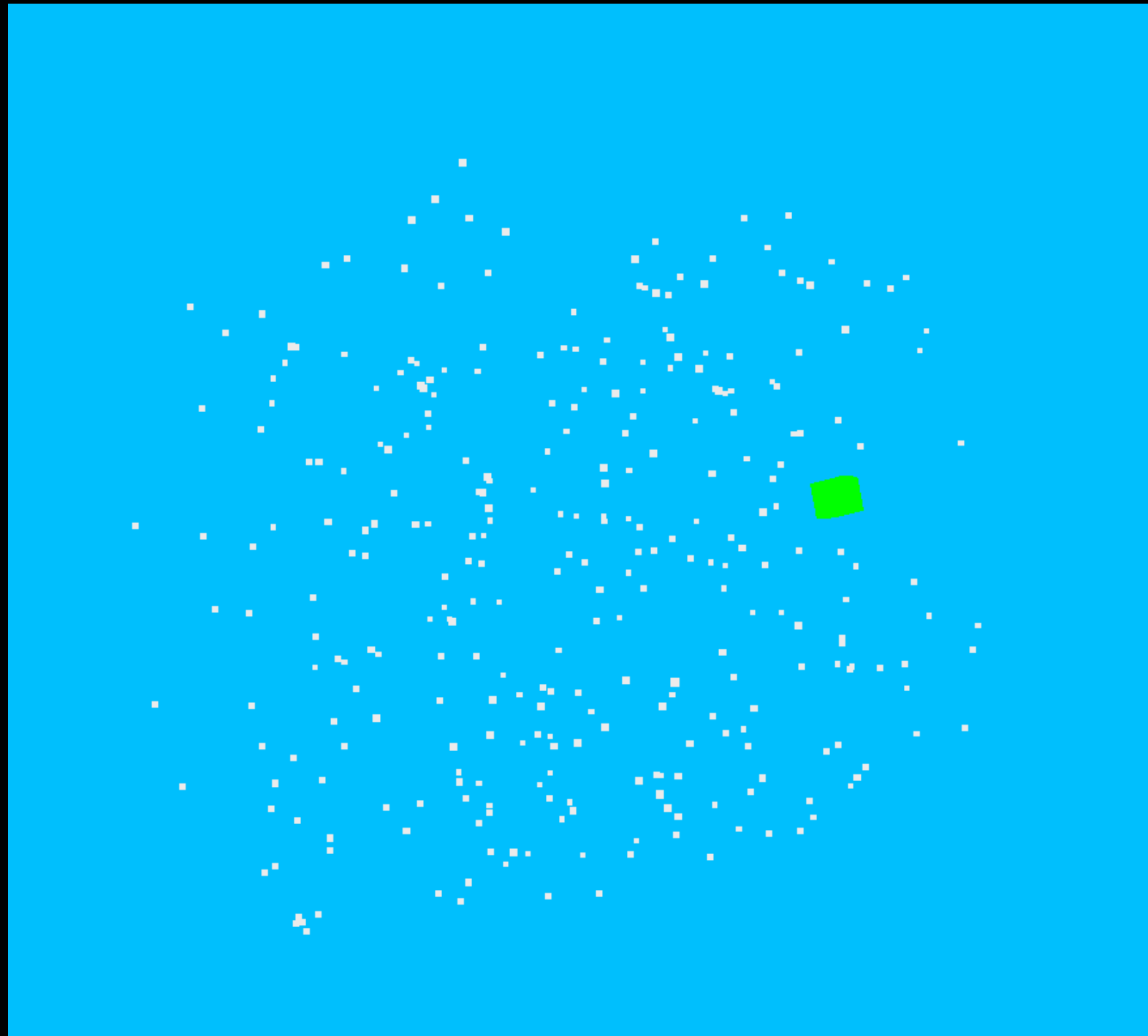
# Basic setup

```
1 function animate() {  
2     controls.update(1);  
3     requestAnimationFrame(animate);  
4     renderer.render(scene, camera);  
5 }
```

Line 2: Get updated camera position

Line 4: Draw new frame

Line 3: Loop



3d Point Cloud