1. Three.js Introduction (threejs.org)
   1. Sample websites that use Three.js (Chrome experiment)
   2. Scene examples in Three.js website
2. Three.js Template (template.html)
   1. HTML and JS Introduction
   2. Adding Objects (Threejs Documentation)
      1. Geometry (Cube, Sphere, Octahedron…)
      2. Material (Light) (Lambert vs Phong)
   3. Adding Light (Ambient, Point)
   4. Camera Options (Perspective, Orthographic, zoom)
   5. Background Color
   6. Animation (Objects and camera)
3. Blender Export to Three.js
   1. Copy addons/io\_three to local Blender directory scripts/addons
   2. Open Blender -> User Preferences -> Add-ons -> Activate Threejs
   3. Add any object -> change all colors and set shader -> emit to 1.0
   4. Export as .json (select face materials in export menu!)
   5. Load local server (python -m http.server)
   6. Add directory of the file (http) to JSONLoader in the html file
   7. Use local host directory in Chrome to load html file
4. Three.js Molecule Visualizer
   1. Jupyter Notebook .xyz -> .js converter and update html functions
   2. Use addMolecule() function to add the exported molecule
   3. Use groupMolecule() to group the atoms for animation