For all demos…

Copy libs folder to dev folder

Include the script

<script src="libs/three.js"></script>

Add **script** tags into the **body** tag

You always need:

var renderer;

var scene;

var camera;

Create an init method that onload will be called:

function init()

{

}

window.onload = init;

Add basic code to init()

scene = new THREE.Scene();

renderer = new THREE.WebGLRenderer();

renderer.setClearColor( 0x000000, 1.0 );

renderer.setSize( window.innerWidth, window.innerHeight );

renderer.shadowMapEnabled = true;

camera = new THREE.PerspectiveCamera(

45, window.innerWidth / window/innerHeight, 0.1, 1000 );

camera.position.x = 15;

camera.position.y = 16;

camera.position.z = 13;

camera.lookAt( scene.position );

document.body.appendChild( renderer.domElement );

render();

Now we create a render() method

function render()

{

renderer.render( scene, camera );

requestAnimationFrame( render );

}

Now add a visible object:

var spotLight;

spotLight = new THREE.SpotLight( 0xffffff );

spotLight.position.set( 10, 20, 20 );

spotLight.shadowCameraNear = 20;

spotLight.shadowCameraFar = 50;

spotLight.castShadow = true;

scene.add(spotLight);

var cubeGeometry = new THREE.BoxGeometry(6, 4, 6);

var cubeMaterial = new THREE.MeshLambertMaterial({color: 'red'});

var cube = new THREE.Mesh(cubeGeometry, cubeMaterial);

cube.castShadow = true;

scene.add(cube);