**Getting Started - Chapter 1 - First Web App**

**@@启程-第一章-第一个网页应用@@**

You will have seen that the template needed for any code on the playground is

@@你可能已经发现训练场上所有代码的模板都是：@@

var createScene = function() {

var scene = new BABYLON.Scene(engine);

// Add a camera to the scene and attach it to the canvas 为场景添加一个相机，并把它和画布绑定

// Add a lights to the scene 为场景添加一个光源

//Your Code 你的代码

return scene;

};

By following this format in you own project you can quickly drop it into your own HTML page using the following as a template.

@@使用以下模板你可以快速的把训练场代码放入你自己项目的HTML页面中@@

<!DOCTYPE html>

<html xmlns="http://www.w3.org/1999/xhtml">

<head>

<meta http-equiv="Content-Type" content="text/html; charset=utf-8"/>

<title>Babylon Template</title>

<style>

html, body {

overflow: hidden;

width: 100%;

height: 100%;

margin: 0;

padding: 0;

}

#renderCanvas {

width: 100%;

height: 100%;

touch-action: none;

}

</style>

<script src="https://cdn.babylonjs.com/babylon.js"></script>

<script src="https://cdn.babylonjs.com/loaders/babylonjs.loaders.min.js"></script>

<script src="https://code.jquery.com/pep/0.4.3/pep.js"></script>

</head>

<body>

<canvas id="renderCanvas" touch-action="none"></canvas> <!-- touch-action="none" for best results from PEP -->

<script>

const canvas = document.getElementById("renderCanvas"); // Get the canvas element 获取画布标签

const engine = new BABYLON.Engine(canvas, true); // Generate the BABYLON 3D engine 建立BABYLON 3D引擎

// Add your code here matching the playground format 按照训练场的格式添加你自己的代码

const scene = createScene(); //Call the createScene function 调用createScene方法

// Register a render loop to repeatedly render the scene 注册一个渲染循环，来重复地渲染场景

engine.runRenderLoop(function () {

scene.render();

});

// Watch for browser/canvas resize events 监听浏览器或画布的尺寸改变事件

window.addEventListener("resize", function () {

engine.resize();

});

</script>

</body>

</html>

This line 这一行

<script src="https://cdn.babylonjs.com/loaders/babylonjs.loaders.min.js"></script>

allows you to import models into your scene.

@@支持你向你的场景导入模型（导入.babylon格式模型不需要这个库）@@

This line 这一行

<script src="https://code.jquery.com/pep/0.4.3/pep.js"></script>

allows you to use a touch screen.

@@支持你使用触摸屏（国内可能访问不到code.jquery.com，我从Github编译了一个0.5.3版放在文件夹里）@@

**Examples**

**@@例子@@**

The following loads models into an app.

@@以下的例子向应用中加载模型@@

[First App](https://doc.babylonjs.com/webpages/app1.html) 第一个应用

Given just a box is rather uninteresting and creating the app just using all Babylon.js code is as simple

@@只添加一个盒子网格有点无趣，只使用Babylon.js代码来建立应用也比较简单@@

[First Coded App](https://doc.babylonjs.com/webpages/app2.html) 第一个具有代码的应用

let's move on to learning more about using Babylon.js code and build more interesting models. We start with giving our world a ground to build on.

@@让我们继续学习更多关于使用Babylon.js编写代码以及建立更有趣模型的知识。从为我们的世界建立大地开始。@@