Dokumentācija priekš Atom uzbūves

1. **Pievienot nepieciešamos scriptus:**

<script src="three.min.js"></script>  
<script src="CanvasRenderer.js"></script>  
<script src="Projector.js"></script>  
<script src="OrbitControls.js"></script>

Ja netiek izmantoti šie .js faili, tiks mests paziņojums, ka “Three.js has been moved to …”

1. **Izveido camras obektu:**

**var** camera = **new** THREE.PerspectiveCamera(75, aspectRatio, 1, 10000);  
camera.position.z = 350;  
**this**.controls = **new** THREE.OrbitControls( **this**.camera ); scene.add(camera);

1. **Izveido atoma kodolu**

**var** shape = **new** THREE.SphereGeometry(100, 64, 64);  
**var** nucleus = **new** THREE.Mesh(shape, protonMaterial);  
scene.add(nucleus);

Attiecīgi norāa arī materiālu..

1. **Pēc tam izveido elektronus 1, 2, 3 (vai ari cik tev vajag..)**

**var** electronShape = **new** THREE.SphereGeometry(20, 32, 32);  
**var** electron1 = **new** THREE.Mesh(electronShape, electronMaterial);  
nucleus.add(electron1);  
  
electron1.position.set(-150,150,0);

Norada arī atrashanās vietu, lai visi neatrastos viens uz otra..

1. **Izveido animācijas funckijas kodolu..**

**var** clock = **new** THREE.Clock();

**function** animate() {  
 requestAnimationFrame(animate);  
 **var** t = clock.getElapsedTime();  
 renderer.render(scene, camera);

}  
  
animate();

1. **Izveido animāciju elektronam ( izveido tos arī pārējiem)**

electron1.position.x = Math.sin(2\*t) \* -150;  
electron1.position.y = Math.sin(2\*t) \* 150;  
electron1.position.z = Math.cos(2\*t) \* 150;