

THREE_JS (Deploy))

Index.html
RUN

indexe.html file

>Three.js<

** Main.js **

```
// ! boiler plate
<body>
  src = "./three.js"
  src = "./Main.js"
</body>
```

animate (++time++ renderer (scene, camera));

renderer "still" (scene, camera)

<<< pass the render stuff to body { document.body.appendChild(renderer

Scene ("scene.add(cube)")
camera

```
var animate
requestAn
cube.rota
renderer.
animate();
```