

1	Create a html file from a text editor and add a setting for html file; make the viewport content setting for device width so that the map will be fit to the device's screen size.
	<pre> &lt;!DOCTYPE html&gt; &lt;html&gt; &lt;head&gt; &lt;meta http-equiv="Content-Type" content="text/html; charset=utf-8"&gt; &lt;meta name="viewport" content="width=device-width, initial-scale=1"&gt; &lt;title&gt;&lt;/title&gt;  &lt;/head&gt; &lt;/html&gt; </pre>
2	Add a title: Create a 3D Map
	<pre> &lt;!DOCTYPE html&gt; &lt;html&gt; &lt;head&gt; &lt;meta http-equiv="Content-Type" content="text/html; charset=utf-8"&gt; &lt;meta name="viewport" content="width=device-width, initial-scale=1"&gt; &lt;title&gt;Create a 3D Map&lt;/title&gt; </pre>
3	Add the links below for using ArcGIS JavaScript API from CDN(content distribution network), the current version for ArcGIS JavaScript API is 4.3
	<pre> &lt;link rel="stylesheet" href="https://js.arcgis.com/4.3/esri/css/main.css"&gt; &lt;script src="https://js.arcgis.com/4.3/"&gt;&lt;/script&gt; </pre>
4	Insert the html body and a div with div id: map1 between </head> and </html>, this div will be used to display map and layers
	<pre> &lt;body&gt;   &lt;div id="map1"&gt;&lt;/div&gt; &lt;/body&gt; </pre>
5	Insert the code for style between the </script> and </head> in cluding the height and width settings. In the ArcGIS JavaScript Version 4.x, both height and width must be specified.
	<pre> &lt;style&gt;   html, body, #map1 {     padding: 0;     margin: 0;     height: 100%;     width: 100%;   } &lt;/style&gt; </pre>
6	Add code for modules and functions below the ArcGIS CDNs. Other than the dojo/domReady, here the esri/Map and esri/views/MapView modules and their related functions are added to the project.
	<pre> &lt;script&gt;   require([     "esri/Map",     "esri/views/SceneView",     "dojo/domReady!"   ], function(     Map,     SceneView   ) {    }); &lt;/script&gt; </pre>

7	Add map variables for Map and SceneView.	Create a 3D Map
	<pre> &lt;script&gt;   var myMap, mySceneView;   require([     "esri/Map",     "esri/views/SceneView",     "dojo/domReady!"],     function(       Map,       SceneView     ) { </pre>	
8	<p>Create a Map object and set Map property basemap to streets.  Create a SceneView object and set SceneView properties: container to map1 div id, map to Map instance myMap, and zoom level to 14.</p>	
	<pre> &lt;script&gt;   var myMap, mySceneView;    require([     "esri/Map",     "esri/views/SceneView",     "dojo/domReady!"],     function(       Map,       SceneView     ) {        myMap = new Map({         basemap: "national-geographic",         ground: "world-elevation"       });        mySceneView = new SceneView({         container: "map1",         map: myMap,         center: [-122.4479, 37.7531],         zoom: 14       });      }); &lt;/script&gt; </pre>	