1	Replace the project title
	<title>Add a 3D Point</title>
2	Add module and functions for point, graphic, pointSymbol3d, and objectSymbol3Dlayer.

	``html
	<script>
	    var myMap, mySceneView;
	
	    require([
	    "esri/Map",
	    "esri/geometry/Point",
	    "esri/Graphic",
	  "esri/symbols/PointSymbol3D",
	  "esri/symbols/ObjectSymbol3DLayer",
	    "esri/views/SceneView",
	    "dojo/domReady!"
	    ], function(
	    Map,
	    Point,
	    Graphic,
	    PointSymbol3D,
	  ObjectSymbol3DLayer,
	    SceneView
	    ) {
	``

3	Create a PointSymbol3D along with ObjectSymbol3DLayer

	``
	var myPointSymbol = new PointSymbol3D({
	    symbolLayers: [new ObjectSymbol3DLayer({
	      material: {
	        color: [30, 160, 10]
	      },
	      resources: {
	        primitive: "sphere"
	      },
	      width: 380
	    })]
	  });
	``

4	Create a Point object

	``
	var myPoint = new Point ([-122.4479, 37.7531]);
	``

5	

	``
	mySceneView.then(function(){
	        mySceneView.graphics.add(new Graphic({
	          geometry: myPoint,
	          symbol: myPointSymbol
	        }));
	    });
	``

6	For SceneView, remove zoom and center properties, set a camera with position, tilt, and heading values.

	``
	mySceneView = new SceneView({
	        container: "map1",
	        map: myMap,
	        camera: {
	                position: [-122.4479, 37.7031, 1500],
	                tilt: 80,
	``

```
        heading: 360          Add a 3D Point
      }
  });
```