```html
<script
src="https://threejs.org/build/three.js"></script>
```

JavaScript + No-Library (pure JS) ▾

```javascript
const renderer = new THREE.WebGLRenderer();
renderer.setSize( window.innerWidth, window.innerHeight );
document.body.appendChild( renderer.domElement );

const camera = new THREE.PerspectiveCamera( 45, window.innerWidth / window.innerHeight, 1,
500 );
camera.position.set( 0, 0, 90 );
camera.lookAt( 0, 0, 0 );
const scene = new THREE.Scene();
const material = new THREE.LineBasicMaterial( { color: 0xff00f00} );
const points = [];

points.push( new THREE.Vector3( - 10, 0, 0 ) );
points.push( new THREE.Vector3( 0, 30, 0 ) );
points.push( new THREE.Vector3( 10, 0, 0 ) );
points.push( new THREE.Vector3( -11, 0, -10 ) );

const geometry = new THREE.BufferGeometry().setFromPoints( points );
const line = new THREE.Line( geometry, material );
scene.add( line );
renderer.render( scene, camera );
```