

HTML ▼

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

Tidy

CSS ▼

1

JavaScript + No-Library (pure JS) ▼

```
1 const renderer = new THREE.WebGLRenderer();
2 renderer.setSize(window.innerWidth, window.innerHeight);
3 document.body.appendChild(renderer.domElement);
4
5 const camera = new THREE.PerspectiveCamera(60, window.innerWidth / window.innerHeight, 1,
6 1000);
7 camera.position.set(0, 0, 60);
8 camera.lookAt(0, 0, 0);
9
10 const scene = new THREE.Scene();
11 const material = new THREE.LineBasicMaterial({ color: 0xff0000 });
12 const points = [];
13
14 // Define the points for the original shape
15 points.push(new THREE.Vector3(-10, 0, 0));
16 points.push(new THREE.Vector3(0, 30, 0));
17 points.push(new THREE.Vector3(0, 5, 0));
18 points.push(new THREE.Vector3(0, 30, 0));
19 points.push(new THREE.Vector3(10, 0, 0));
20 points.push(new THREE.Vector3(-11, 0, -10));
21 points.push(new THREE.Vector3(0, 5, 5));
22 points.push(new THREE.Vector3(10, 0, -2));
23 points.push(new THREE.Vector3(-10, 0, 0));
24
25 const geometry = new THREE.BufferGeometry().setFromPoints(points);
26 const line = new THREE.Line(geometry, material);
27 scene.add(line);
28
29 renderer.render(scene, camera);
```

