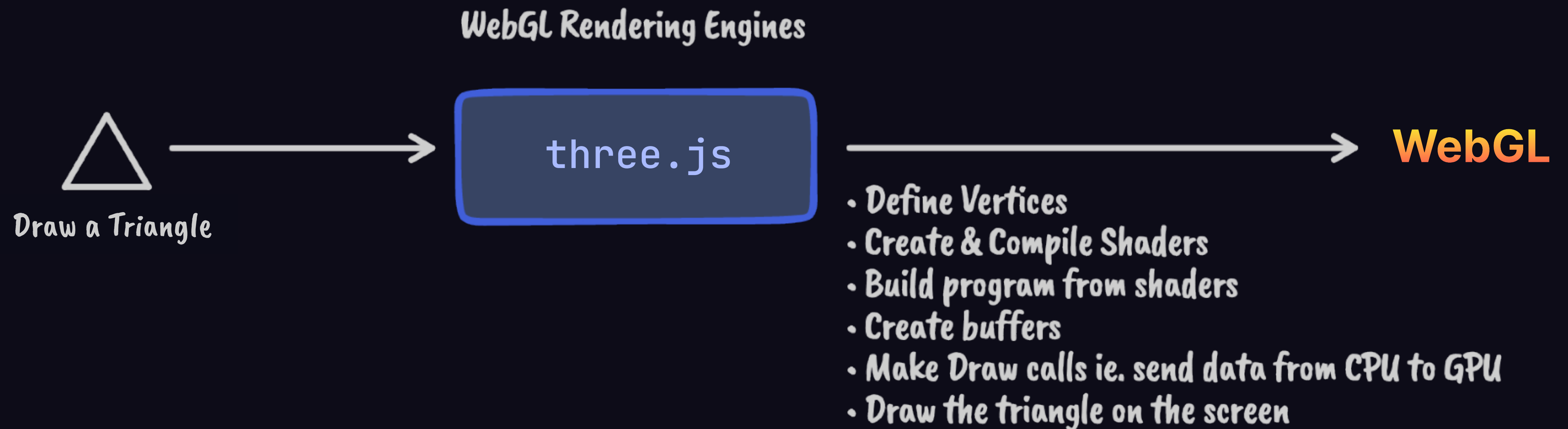


# Rendering Pipeline



Drawing a  with three.js