```html
<!DOCTYPE html>
<html lang="en">
<head>
  <meta charset="UTF-8">
  <meta name="viewport" content="width=device-width, initial-scale=1.0">
  <title>Three.js 3D Animation</title>
</head>
<body>
  <script type="module">
    import * as THREE from
'https://cdnjs.cloudflare.com/ajax/libs/three.js/r128/three.module.min.js';

    const scene = new THREE.Scene();
    const camera = new THREE.PerspectiveCamera(75, window.innerWidth /
window.innerHeight, 0.1, 1000);
    const renderer = new THREE.WebGLRenderer();
    renderer.setSize(window.innerWidth, window.innerHeight);
    document.body.appendChild(renderer.domElement);

    const geometryCube = new THREE.BoxGeometry();
    const materialCube = new THREE.MeshBasicMaterial({ color: 0x00ff00 });
    const cube = new THREE.Mesh(geometryCube, materialCube);
    scene.add(cube);

    const geometrySphere = new THREE.SphereGeometry();
    const materialSphere = new THREE.MeshBasicMaterial({ color: 0x0000ff });
    const sphere = new THREE.Mesh(geometrySphere, materialSphere);
    scene.add(sphere);

    camera.position.z = 5;

    function animate() {
      requestAnimationFrame(animate);

      cube.rotation.x += 0.01;
      cube.rotation.y += 0.01;

      sphere.position.x = Math.sin(Date.now() * 0.001) * 2;
      sphere.position.y = Math.cos(Date.now() * 0.001) * 2;

      renderer.render(scene, camera);
    }

    animate();
```

```
  </script>
</body>
</html>
```