

```

<!doctype html>
<html>
<head>
  ...
  <title>Basic Box</title>
  <style>
    canvas { ... }
  </style>
  <script src="https://cs.wellesley.edu/~cs307/threejs/libs/three-r95.all.js"> ... </script>
  <script src="https://cs.wellesley.edu/~cs307/threejs/libs/OrbitControls-r95.js"> ... </script>
  <script src="https://cs.wellesley.edu/~cs307/threejs/libs/tw-sp21.js"> ... </script>
</head>
<body>
  <h1>Scene with a box</h1>
  <script>
    ...
  </script>
</body>
</html>

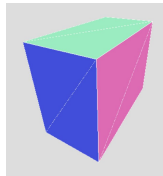
```

title appears on the browser page tab

graphics will be displayed on the canvas

header on the page

our graphics code!



**simple
webpage**

Scene with a Box:

```

var scene = new THREE.Scene();
var boxGeom = new THREE.BoxGeometry(4,6,8);
var boxMesh = TW.createMesh(boxGeom);
scene.add(boxMesh);
var renderer = new THREE.WebGLRenderer();
TW.mainInit(renderer,scene);
var state = TW.cameraSetup(renderer,scene,
    {minx: -2.5, maxx: 2.5,
    miny: -3.5, maxy: 3.5,
    minz: -4.5, maxz: 4.5});

```

