Keyboard Control:

```
var boxWidth = 30;          // global variable

function addBox (width,height,depth) {
   var boxGeom = new THREE.BoxGeometry(width,height,depth);
   boxMesh = TW.createMesh(boxGeom);
   scene.add(boxMesh);
}

function expandBox() {       // callback function
   scene.remove(boxMesh);
   boxWidth = boxWidth + 2;
   addBox(boxWidth,40,60);
   TW.render();
}
            // binding of callback function to a key
TW.setKeyboardCallback('+', expandBox, "wider box");
```

GUI Control:

```
// global object variable with parameters to control
var sceneParams = {  boxWidth: 20, boxHeight: 40, ... }

function addBox (width,height,depth) { ... }   // as before

function redrawBox() {       // callback function
   scene.remove(boxMesh);
   addBox(sceneParams.boxWidth,sceneParams.boxHeight, ...);
   TW.render();
}

var gui = new dat.GUI();     // new dat.GUI object

// call add() and onChange() methods, with global object
// variable, parameter, range of values, callback function
gui.add(sceneParams,'boxWidth',10,30).onChange(redrawBox);
```