```
<!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>
```
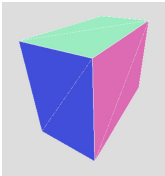
title appears on the browser page tab

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});