

```

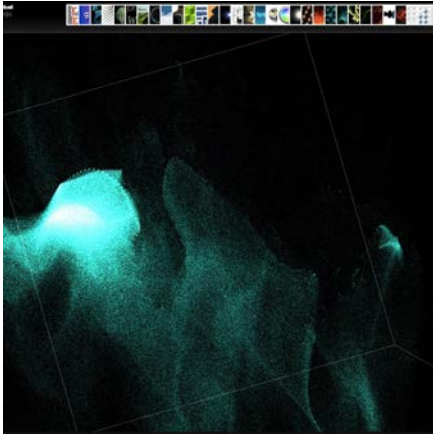
sr: #ffffff;
m:

<script src="https://cdnjs.cloudflare.com/ajax/libs/three.js/r97/three.min.js"></script>

renderer:
  *ial: mesh;
  1 () {
    THREE.CanvasRenderer();
    let window.innerWidth, window.innerHeight;
    superChild( renderer.domElement );
    THREE.PerspectiveCamera( 75, window.innerWidth / window.innerHeight, 1, 1000 );
    l.z = 500;
    THREE.Scene();
    THREE.CubeGeometry( 200, 400, 400 );
    THREE.MeshBasicMaterial( {color: 0x04321, wireframe: 555, wireframeLinewidth: 5 } );
    l.Mesh( geometry, material );
    1 };

on () {
  onFrame( animate );
}

```



```

position.y / resolution.y + mouse / 4.0;

mx.z = cos( time / 15.0 ) * 80.0 + cos( position.y * cos( time / 15.0 ) * 10.0 );
mx.y = sin( time / 10.0 ) * 40.0 + cos( position.z * sin( time / 25.0 ) * 40.0 );
mx.x = sin( time / 5.0 ) * 10.0 + sin( position.y * sin( time / 35.0 ) * 80.0 );
10.0 ) * 0.25;

vec3( color, color * 0.1, sin( color * time / 4.0 ) * 0.75 ), 1.0 );

```

