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```
var renderer = new THREE.WebGLRenderer();
renderer.setSize(window.innerWidth, window.innerHeight);
// 
document.getElementById("canvas").appendChild(renderer.domElement);
```



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```
// ❶
var box = new THREE.BoxGeometry(1, 1, 1);

// ❷
var material = new THREE.MeshBasicMaterial({ color: 0x00ff00 });

// ❸
var cube = new THREE.Mesh(box, material);


// ❹
scene.add(cube);
```



```
requestAnimationFrame( ) setTimeout( )
```

```
function animate() {  
  
    requestAnimationFrame(animate);  
    cube.rotation.x += 0.01;  
    cube.rotation.y += 0.01;  
    renderer.render(scene, camera);  
}  
  
animate();
```



```
// 
scene.traverse((obj) => {
    // console.log("dispose", obj);
    if (obj.geometry) {
        obj.geometry.dispose();
    }
    if (obj.material) {
        obj.material.dispose();
    }
    if (obj.texture) {
        obj.texture.dispose();
    }
});
```

```
}  
scene.remove(obj);  
obj.geometry = null;  
obj.material = null;  
obj.texture = null;  
obj = null;  
});
```

📄 #7

📄 20 2025 15:56:14

📄 18 2025 14:55:16