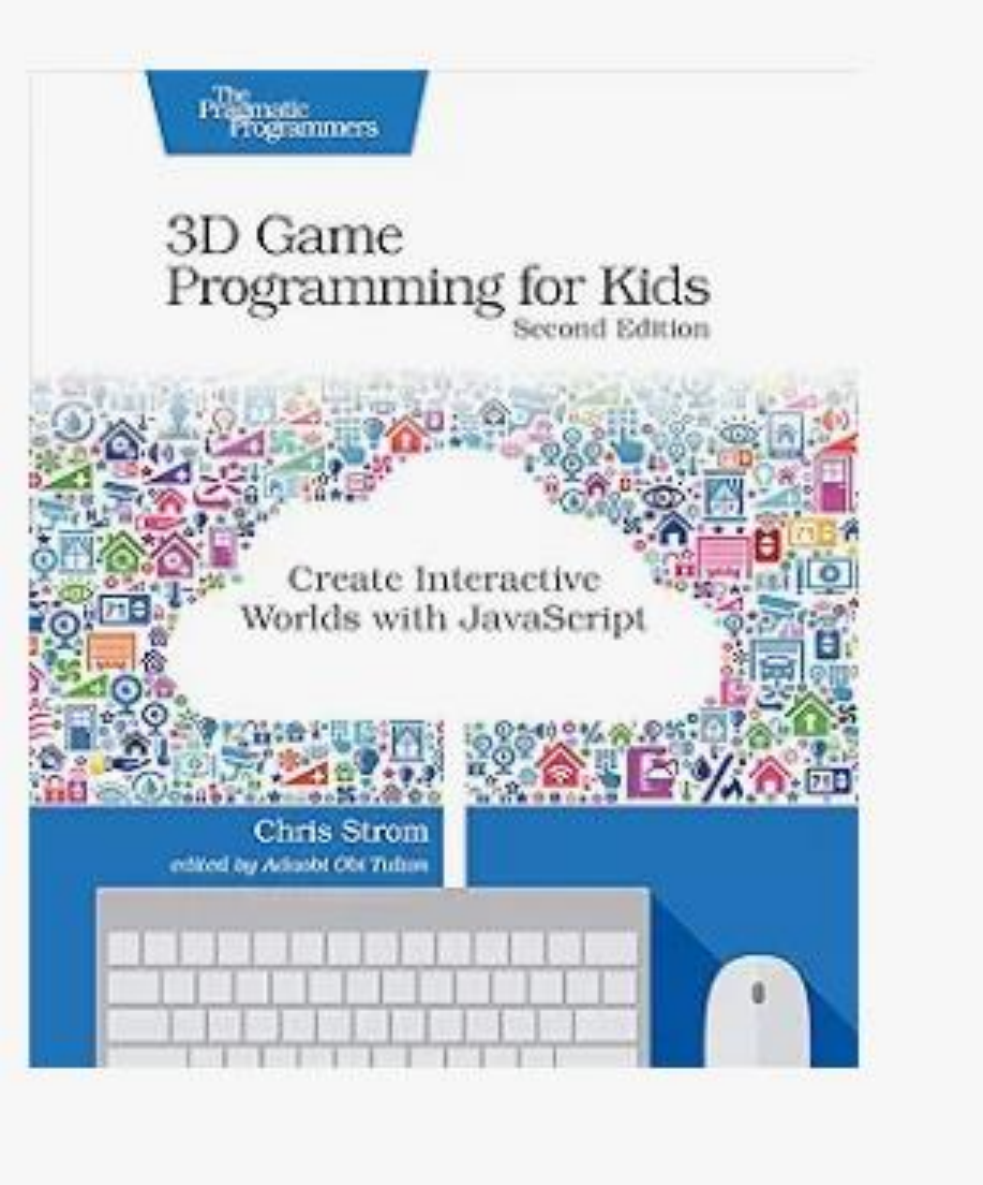


```
var shape = new THREE.SphereGeometry(100);
var cover = new THREE.MeshNormalMaterial(flat);
var ball= new THREE.Mesh(shape, cover);
scene.add(ball);
```

https://boppers.net/jsgame/shape.html

between the lines with four * below is a javascript program using three.js that works on my web server. On the server this file is called shape.html. when I enter the URL for that file in the chorme browser this program runs and displays a sphere. Can you modify this code to make the sphere move up and own a few inches on the screen?

https://boppers.net/jsgame/shape2.html

I have a program using javascript and three.js that draws a sphere on the screen. If I save that program as an .html file on web server I can enter its URL in a web browser and the program will display the sphere on the monitor of the computer where the browser is running. That program is shown below following the line with xxxx in it. Can you modify that program so that the sphere will move up
and down on the screen?

https://boppers.net/jsgame/shape3.html