

# *three.js Javascript 3D engine*

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# *Introduction (1/3)*

- three.js is a JavaScript 3D engine
- three.js is lightweight
- three.js is designed for dummies
  - Low level abstraction
- three.js can be rendered using
  - `<canvas>`
  - `<svg>`
  - **WebGL**

# *Introduction (2/3)*

- Maintained under Github
- First alpha release was in April 24. 2010
- Under active development
  - <https://github.com/mrdoob/three.js/commits/master>
  - Latest commit from yesterday or today
- 18 contributors, main author is **mrdoob**
  - <https://github.com/mrdoob/three.js/contributors>

# *Introduction (3/3)*

- No documentation!
  - “The examples are the documentation”
- “API may change from revision to revision breaking backwards compatibility”
- No forum but #three.js on irc.freenode.net
  - 12 users on the IRC channel, good response time
- Some references and blog entries are found from Google but not that much

*Getting started*

# *Getting started (1/2)*

- Engine is taken in use by downloading a single file (Three.js) and by including it into the HTML's <head> section

```
<head> <!-- Include minified Three.js source code -->  
<script type="text/javascript" src="Three.js"></script>  
</head>
```

- This makes the functions in the API available.

## *Getting started (2/2)*

```
<body><script type="text/javascript">  
  var camera, scene, renderer;  
  init();  
  function init() {  
    // "... do something"  
  }  
</script></body>
```

OK, lets look at some examples





# *Examples*

# *Examples (1/2)*

- 2D canvas examples
  - Texture filtering
  - Birds
- 3D examples
  - Shaders
  - Minecraft
- Projects featuring three.js
  - Fastcat the game
  - The Wilderness Downtown music video

# *Examples (2/2)*

- Cinema 4D model exporter
  - “Cinema 4D is a modeling, animation and rendering package”
  - See how to
- Thingiview.js
  - A javascript (using Canvas and WebGL if available) 3D model viewer.
  - See examples



# *Evaluation*

# *Evaluation*

- Benefits
  - Actively maintained
  - Easy to get started
  - IRC channel for support
- Drawbacks
  - No documentation just the examples
  - No FPS example :(
  - Main author [Mr. doob](#) is on hands in many other projects too



# *Summary*

# *Summary*

- Quite new project (since 2010-04-24)
- Actively developed
  - 17 commit authors
  - Last commit from yesterday
- No documentation
  - But designed for dummies
  - Quite extensive examples
  - IRC channel for support

*Thanks for your time*

Any questions (which I have the answer to)

