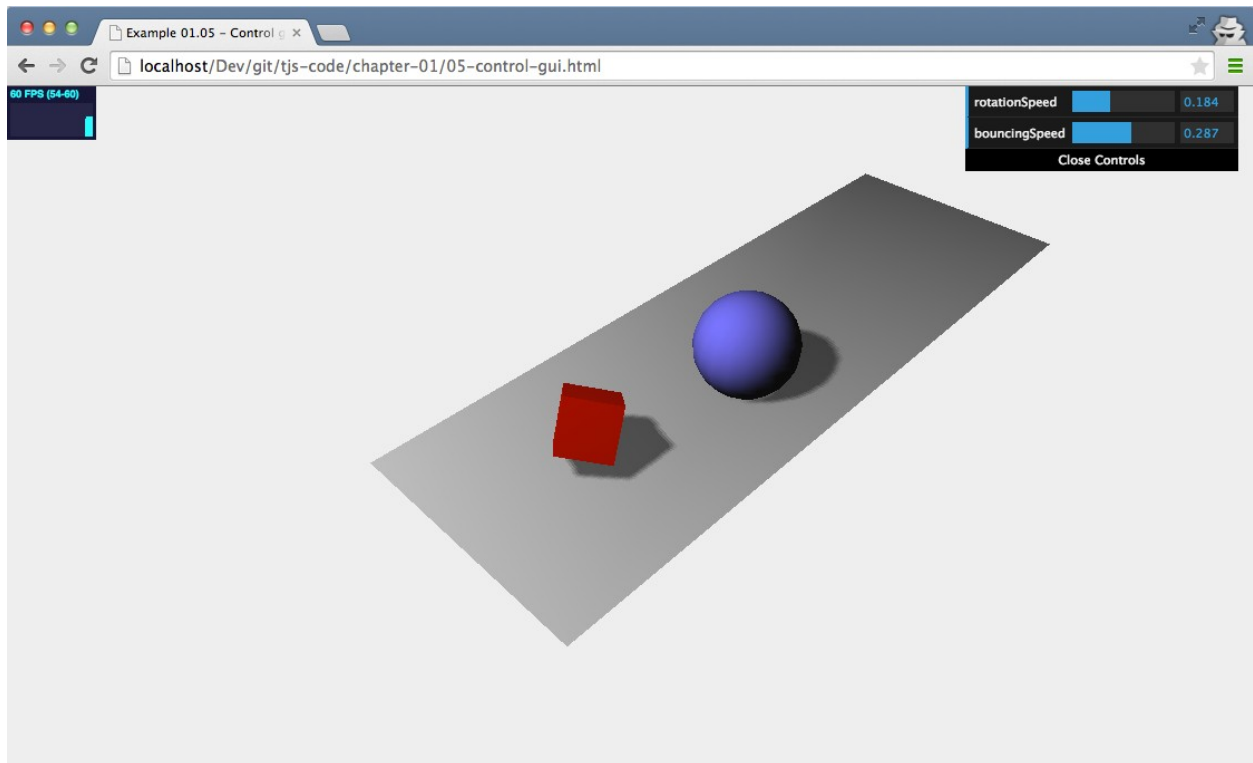
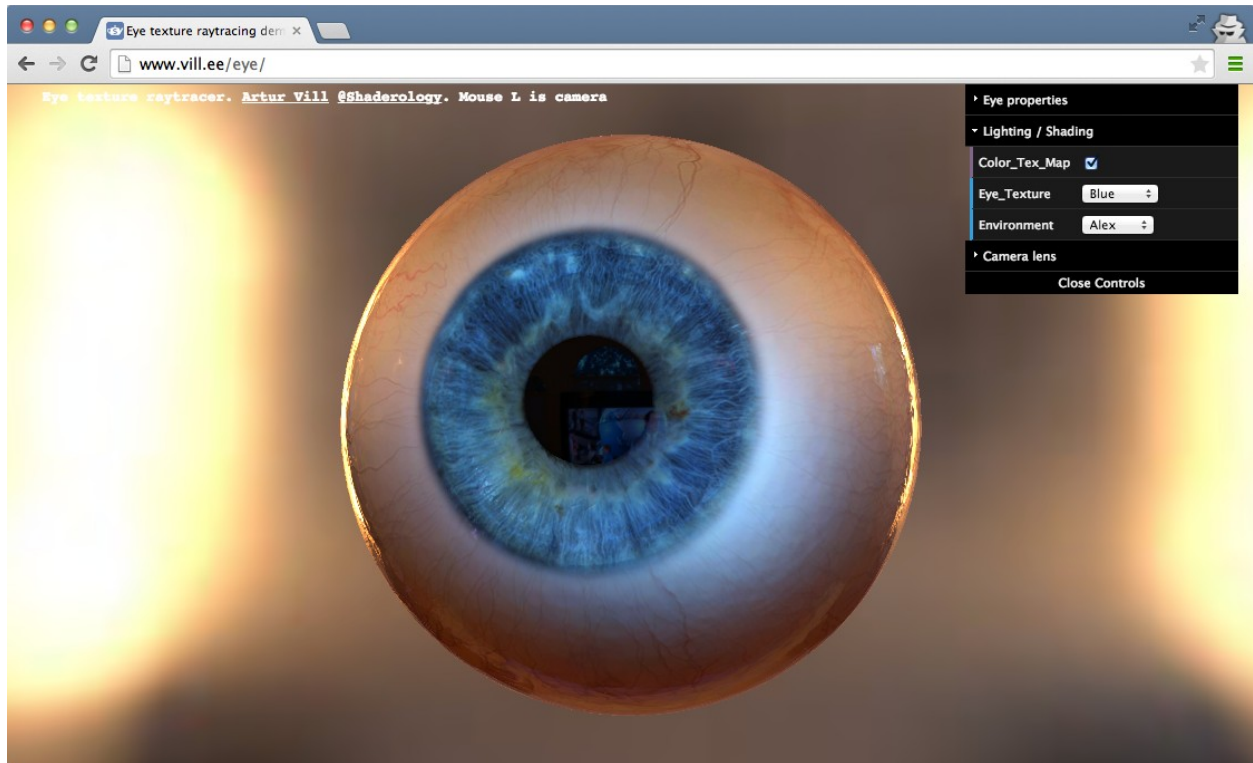
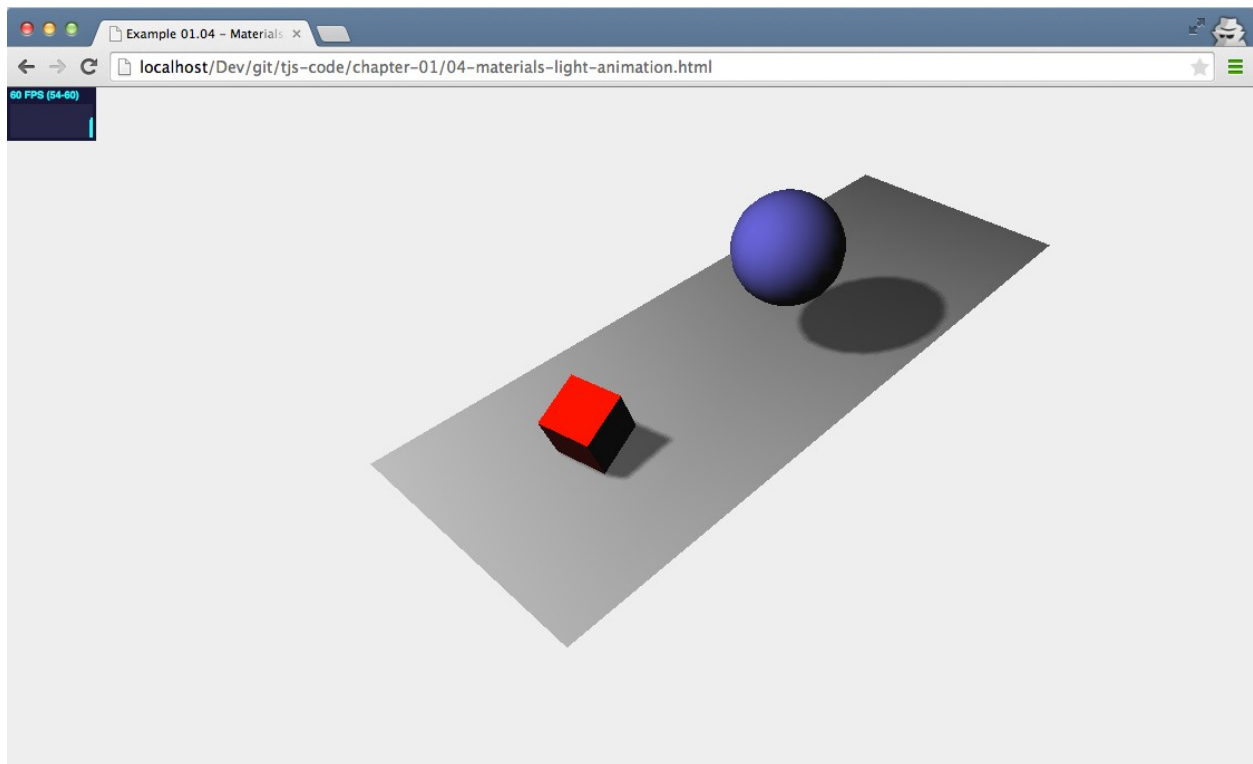


Chapter 1: Creating Your First 3D Scene with Three.js





```
jos@Joss-MacBook-Pro.local:~/tmp$ git clone https://github.com/josdirksen/learning-threejs
Cloning into 'learning-threejs'...
remote: Counting objects: 1371, done.
remote: Compressing objects: 100% (12/12), done.
Receiving objects: 10% (143/1371), 2.76 MiB | 354.00 KiB/s
```

Browser window showing a GitHub repository page for `josdirksen/learning-threejs`. The page lists various folders and their update dates.

Folder Name	Description	Update Date
chapter-04	first fixes for latest version	28 days ago
chapter-05	Updated example	21 days ago
chapter-06	Updated example	21 days ago
chapter-07	New versions for 2nd edition and Three.js r68	2 months ago
chapter-08	Updated example	21 days ago
chapter-09	Updated example	21 days ago
chapter-10	Updated example	21 days ago
chapter-11	Updated example	21 days ago
chapter-12	Updated example	21 days ago
libs	Updated example	21 days ago
unassigned	Updated example	21 days ago

Buttons: Clone in Desktop, Download ZIP

Browser window showing a file explorer view of the local file system at `file:///Users/jos/git/tjs-code/`.

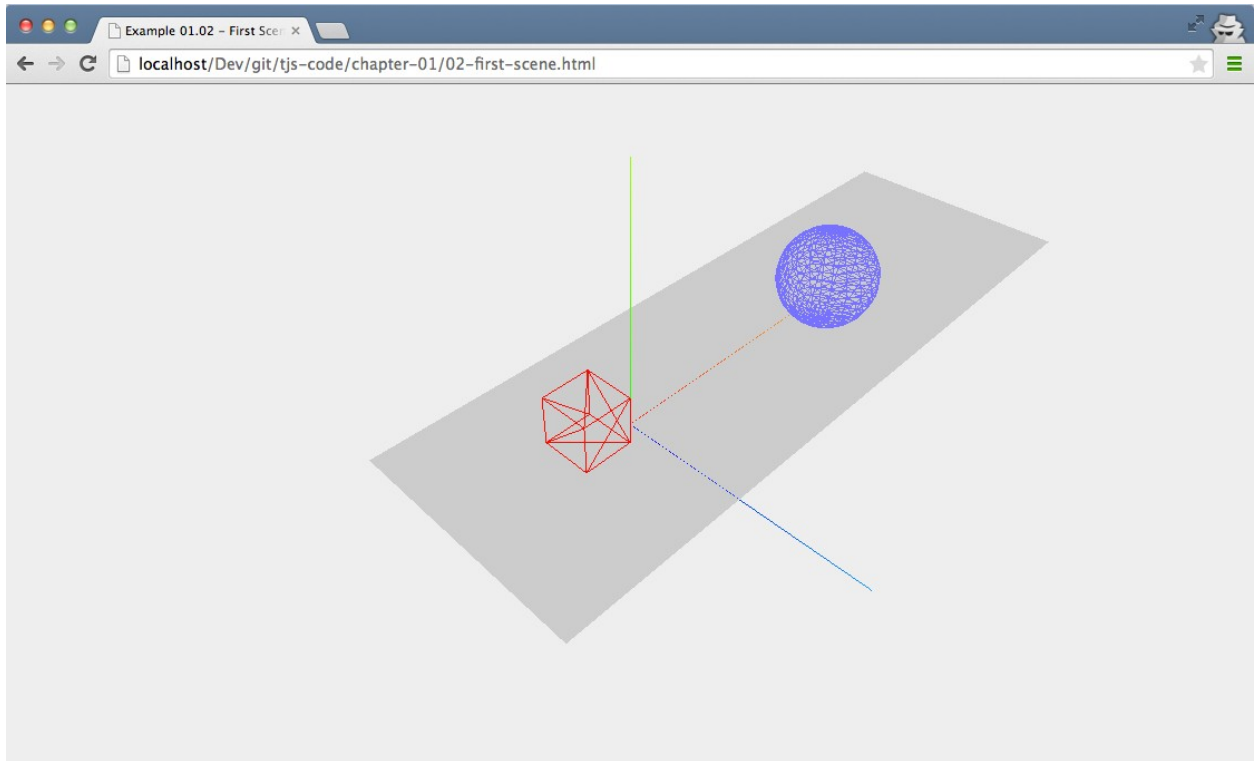
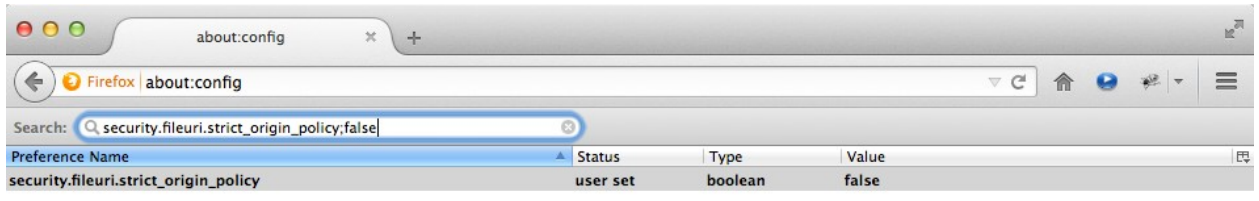
Name	Size	Date Modified
[parent directory]		
.git/		1/11/15, 7:41:00 PM
.idea/		1/9/15, 10:31:04 AM
assets/		9/26/14, 12:19:49 PM
chapter-01/		9/26/14, 2:56:31 PM
chapter-02/		1/10/15, 8:20:31 AM
chapter-03/		1/11/15, 7:33:48 PM
chapter-04/		12/15/14, 8:41:42 PM
chapter-05/		12/15/14, 8:13:27 PM
chapter-06/		12/15/14, 8:13:27 PM
chapter-07/		10/20/14, 9:04:10 PM
chapter-08/		12/15/14, 8:13:27 PM
chapter-09/		12/15/14, 8:13:27 PM
chapter-10/		12/15/14, 8:13:27 PM
chapter-11/		1/9/15, 10:36:59 AM
chapter-12/		12/15/14, 8:13:27 PM
libs/		12/22/14, 9:22:46 AM
unassigned/		12/15/14, 8:13:27 PM
DS_Store	6.0 kB	12/21/14 3:38:37 PM

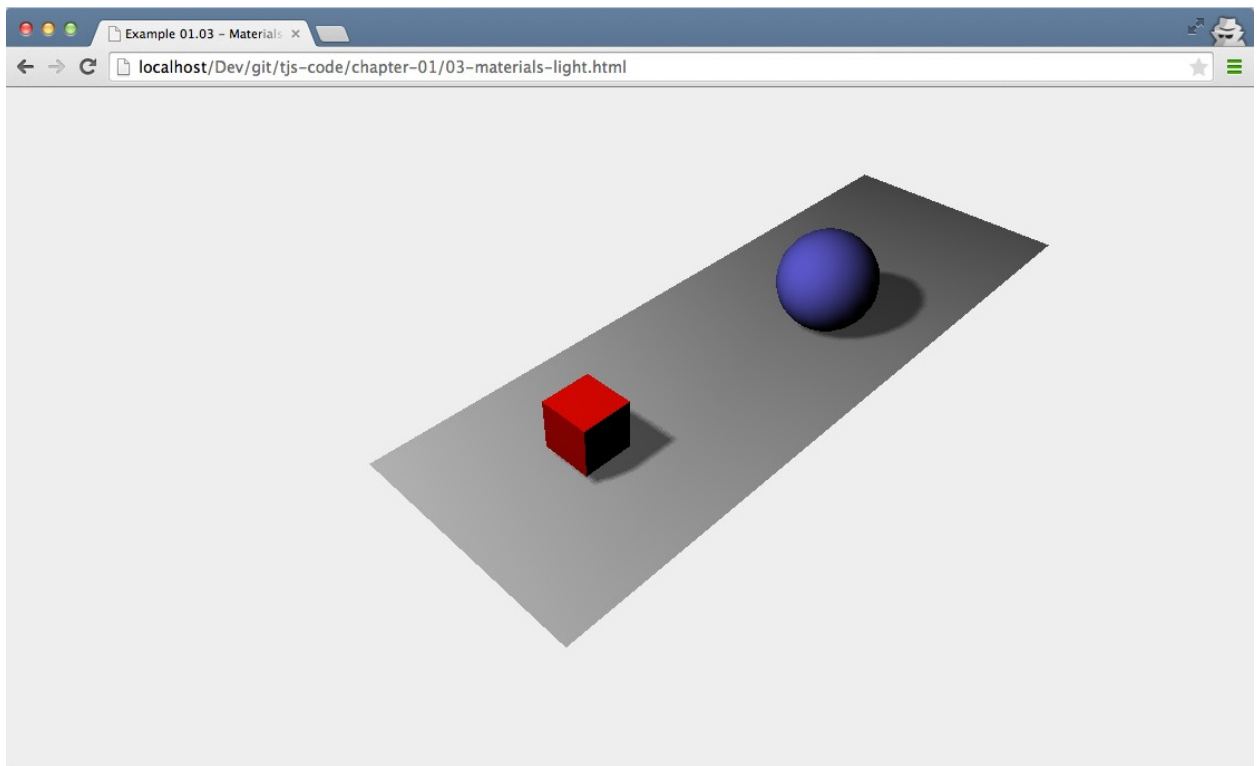
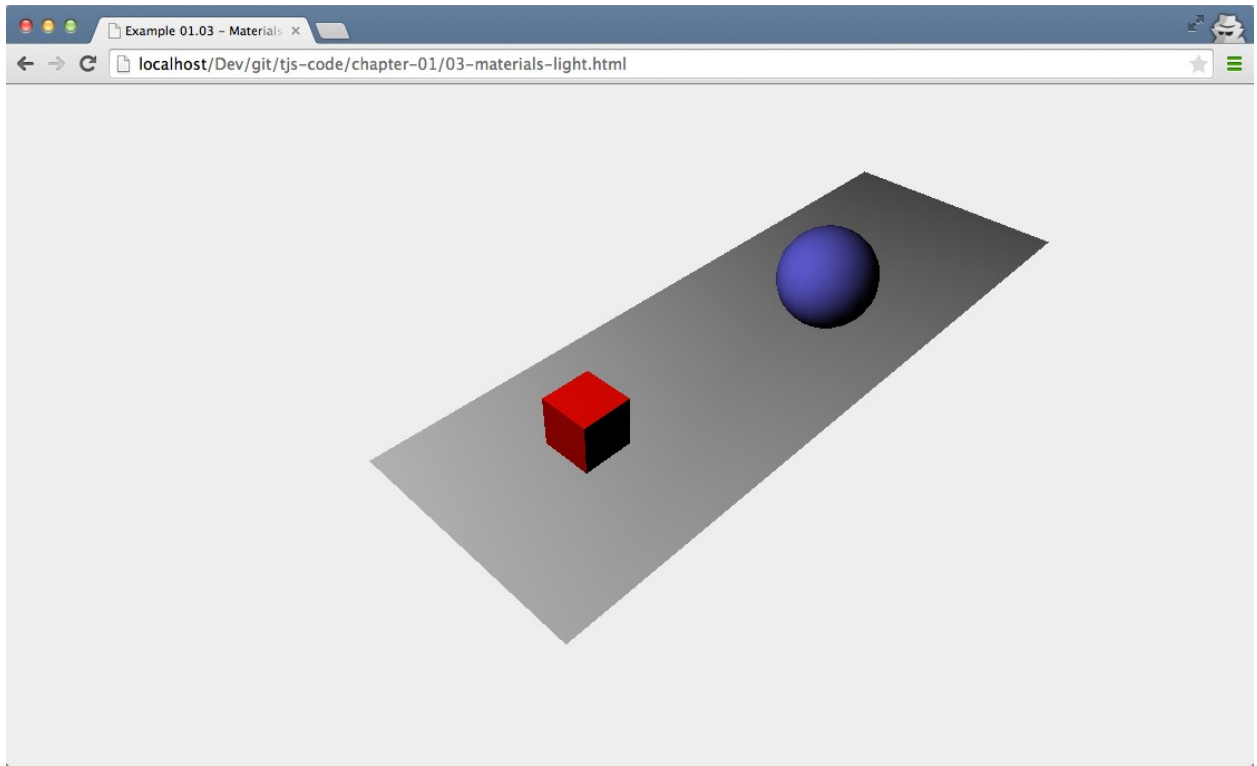
Firefox browser window showing the `about:config` page. A warning message is displayed:

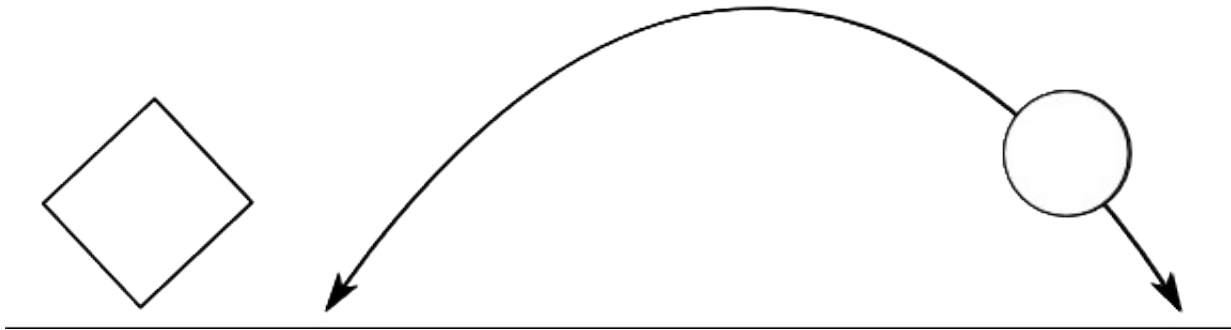
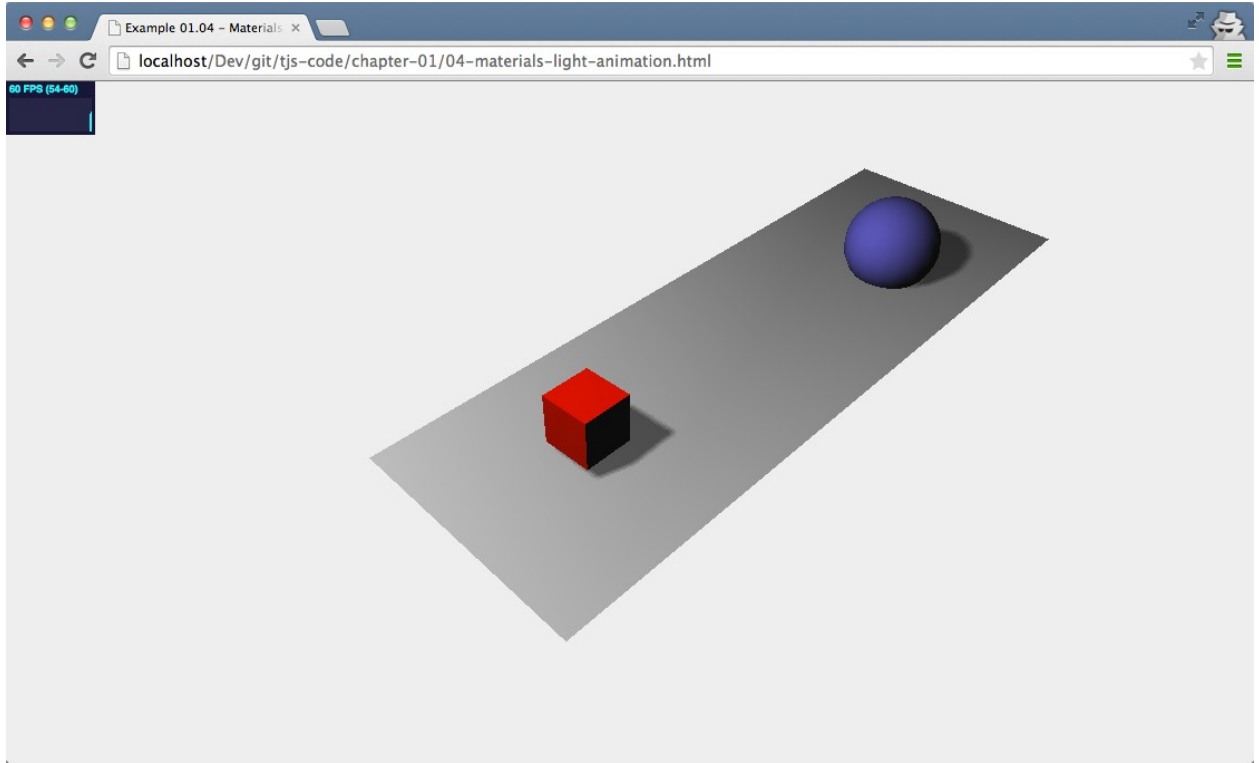
This might void your warranty!

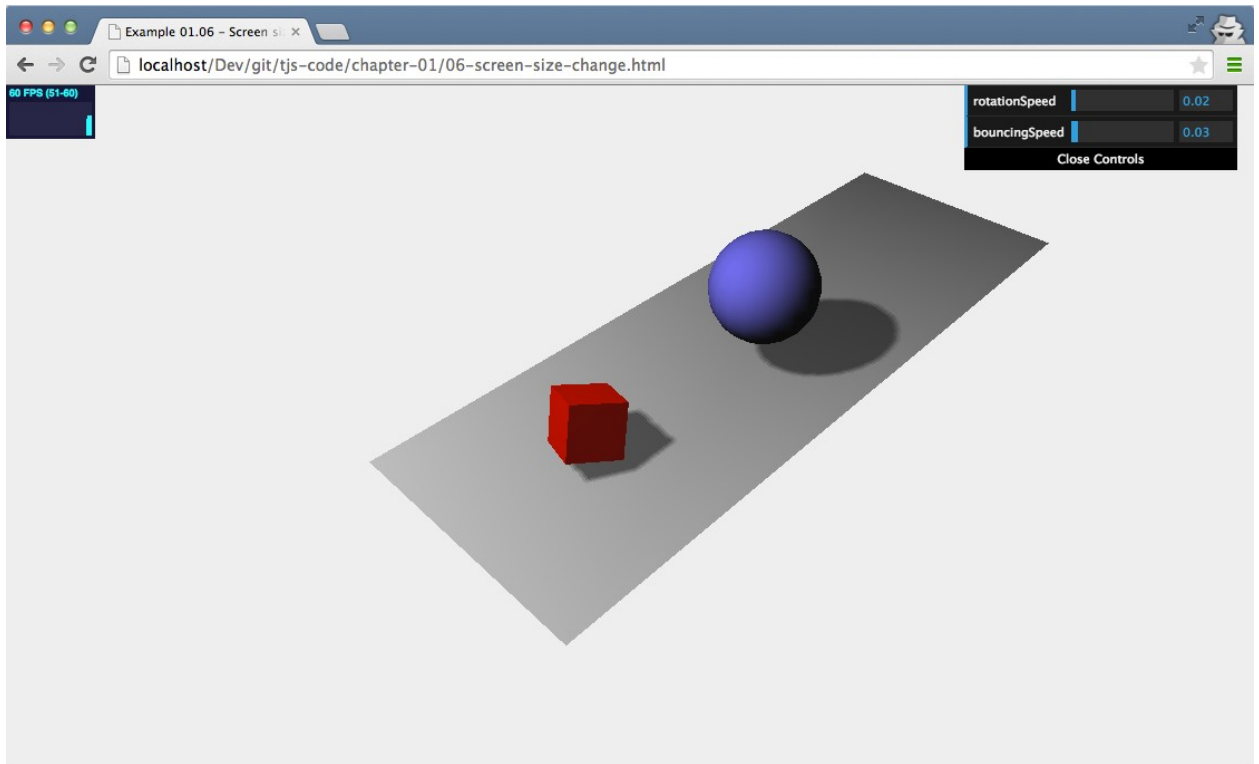
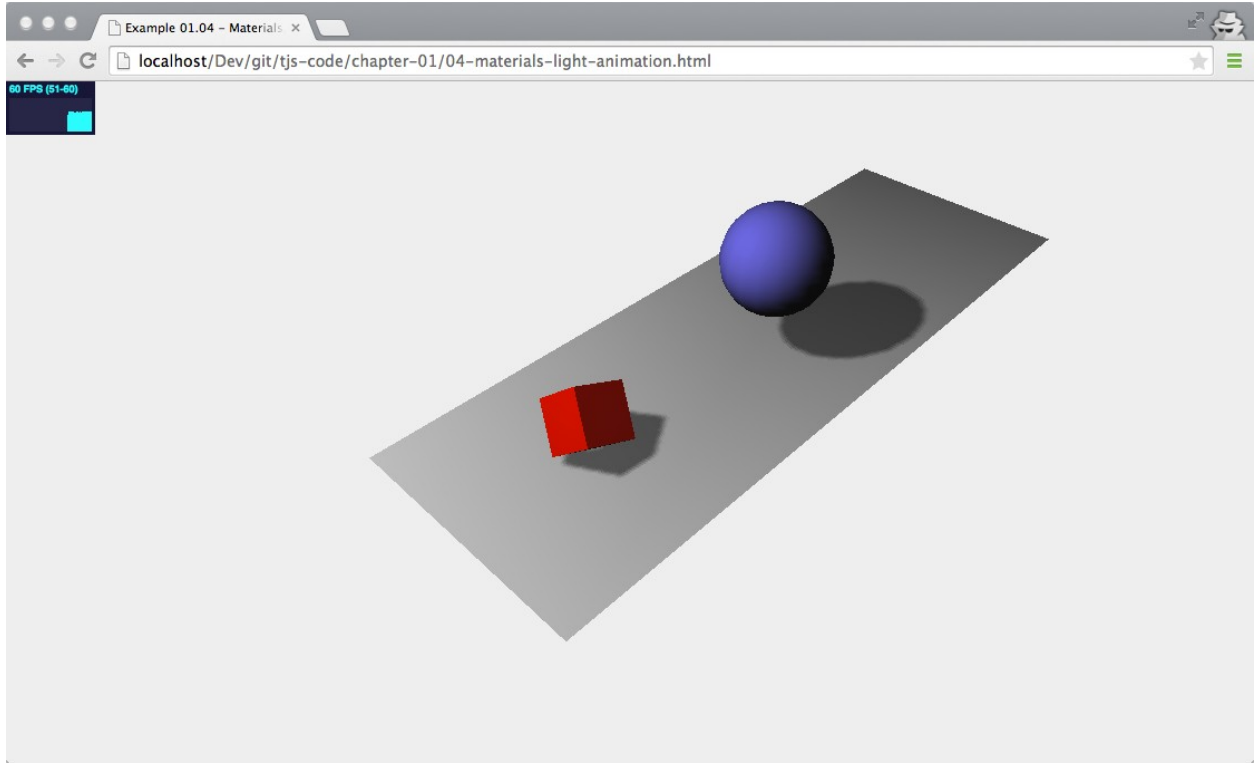
Changing these advanced settings can be harmful to the stability, security, and performance of this application. You should only continue if you are sure of what you are doing.

Show this warning next time

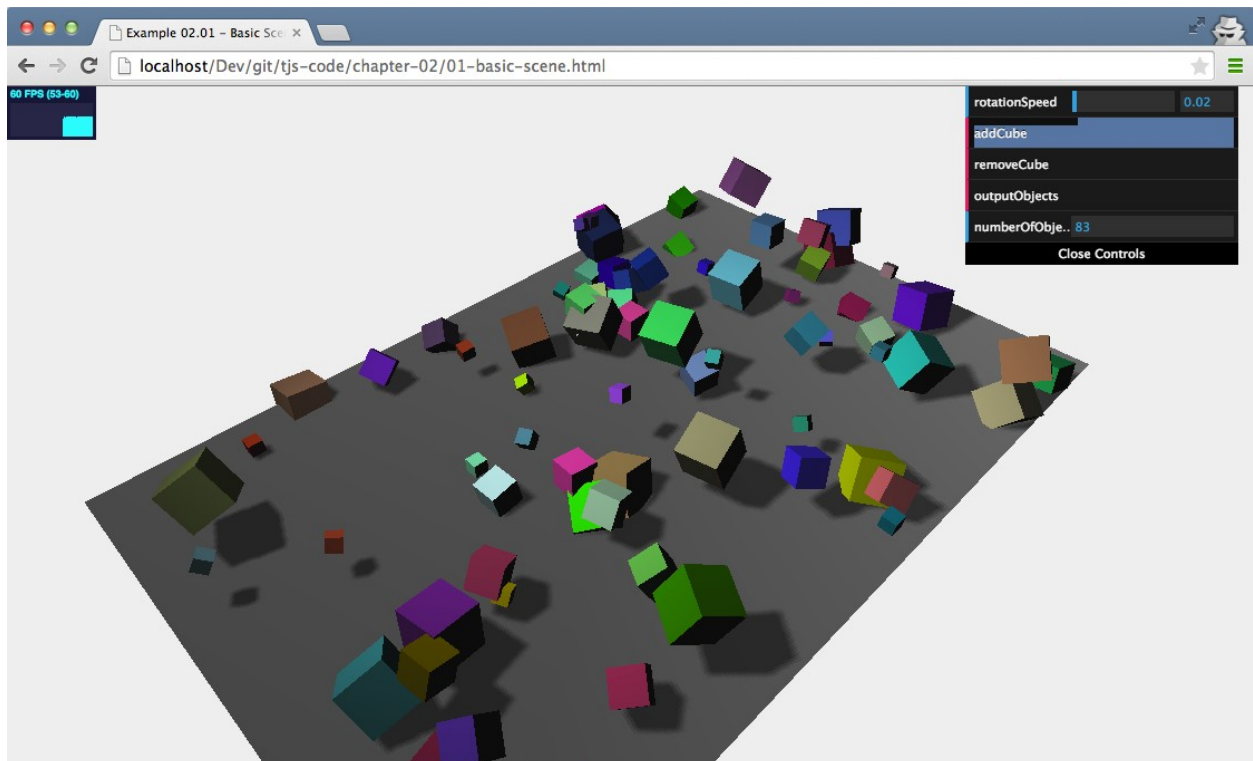
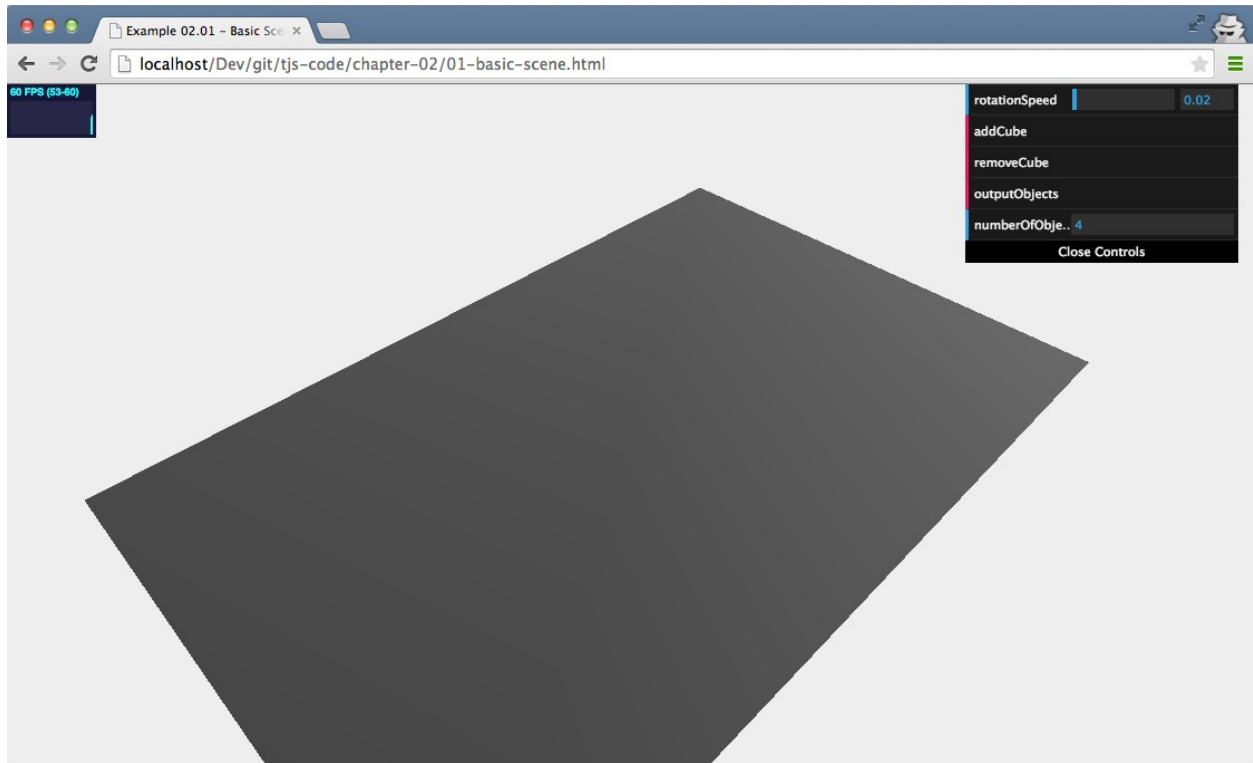


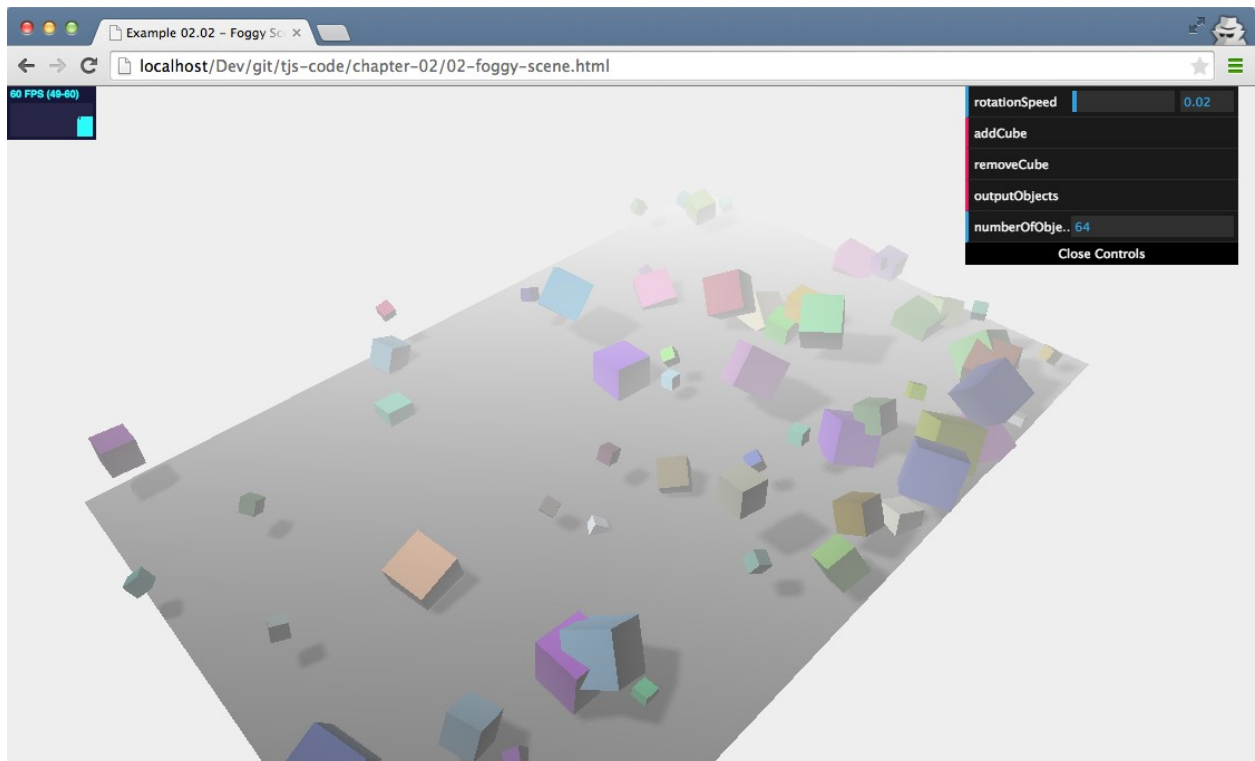
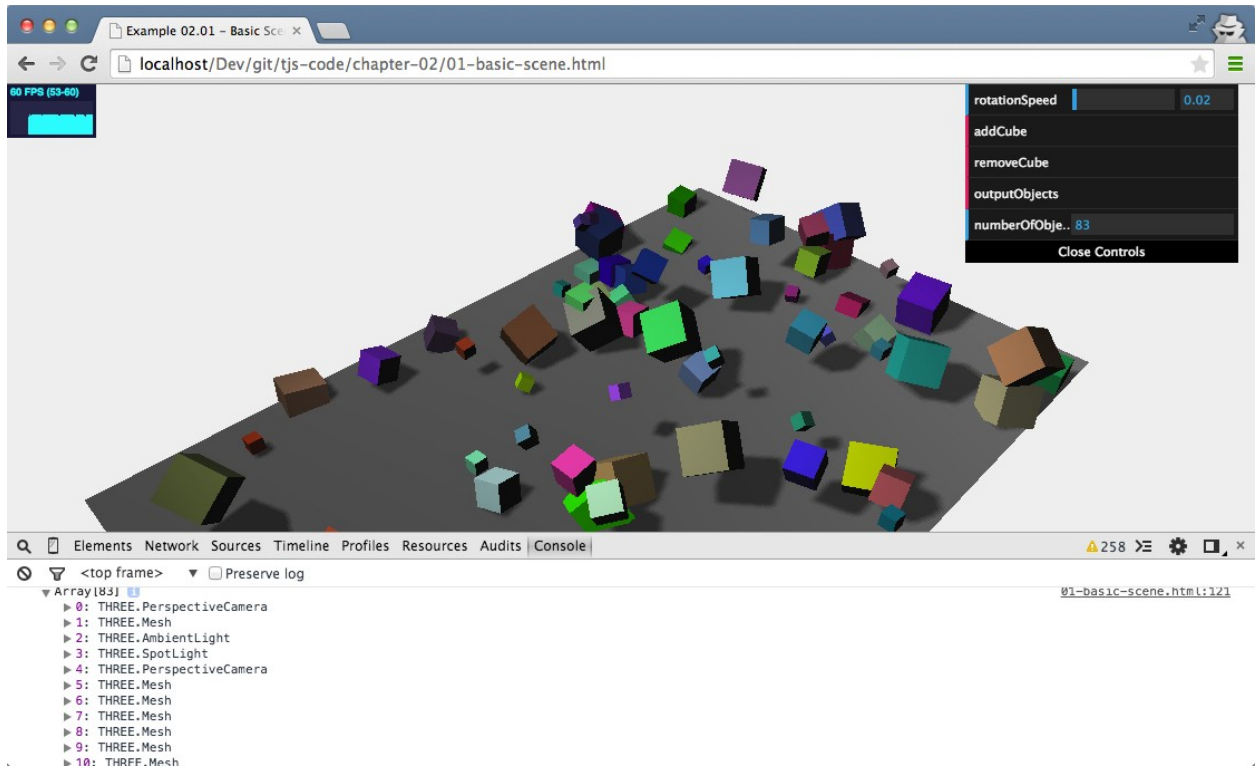


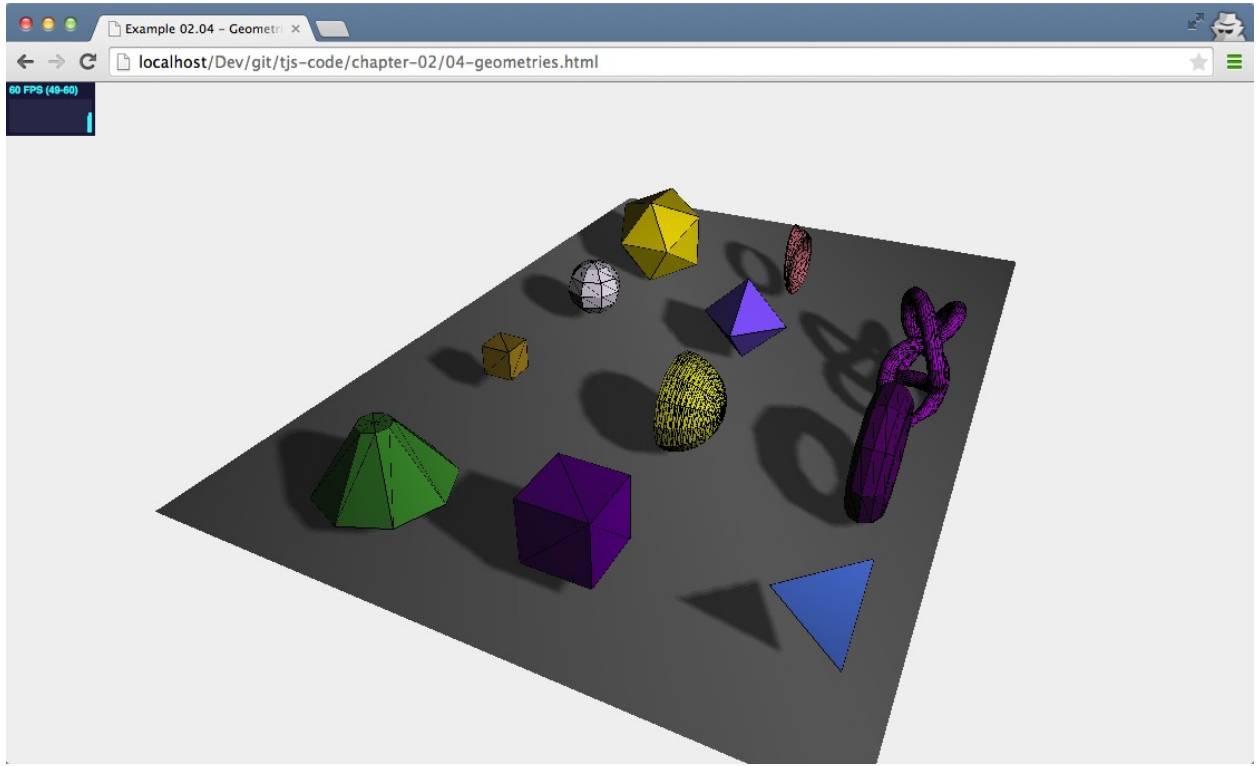
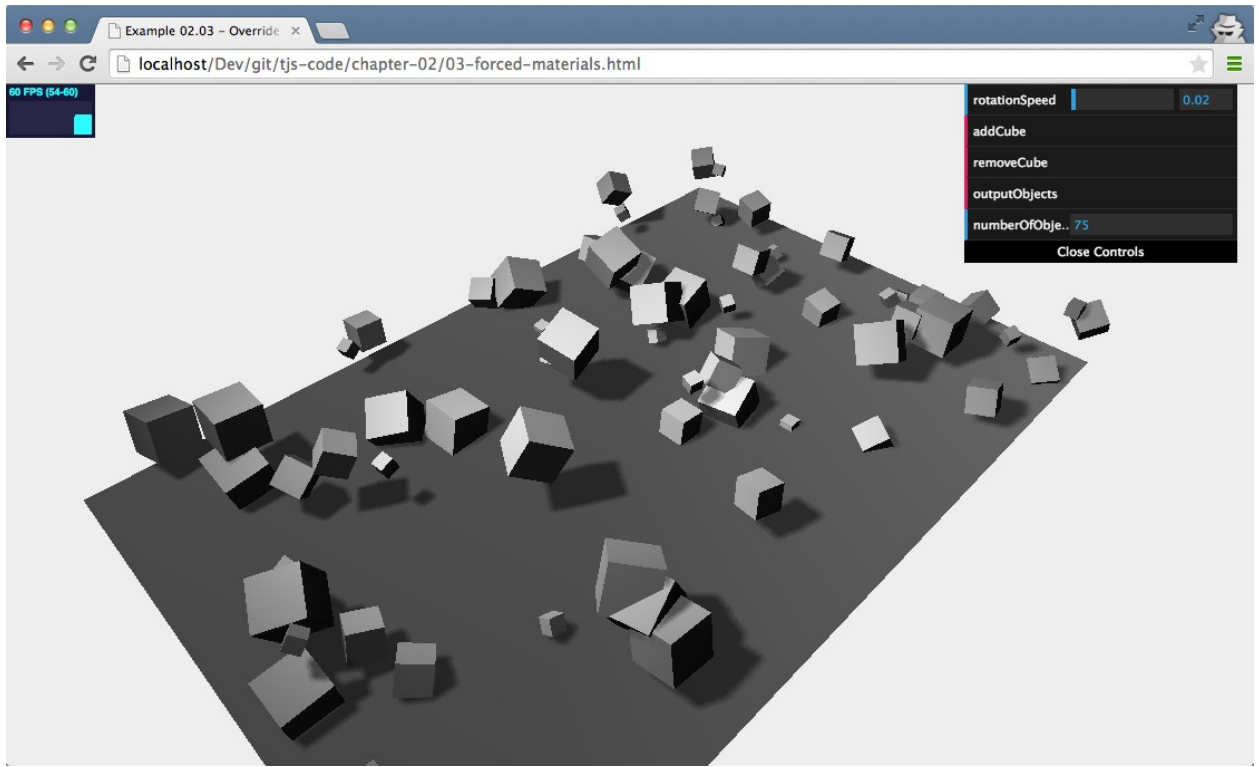


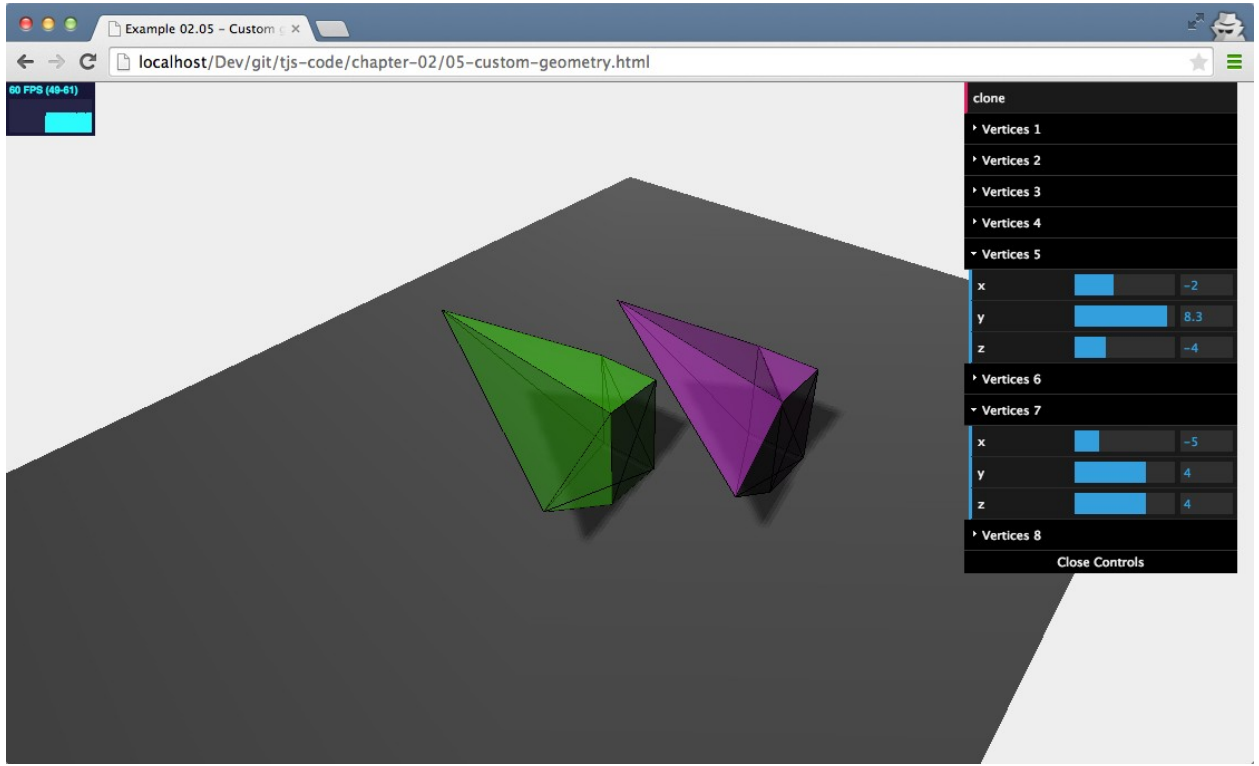
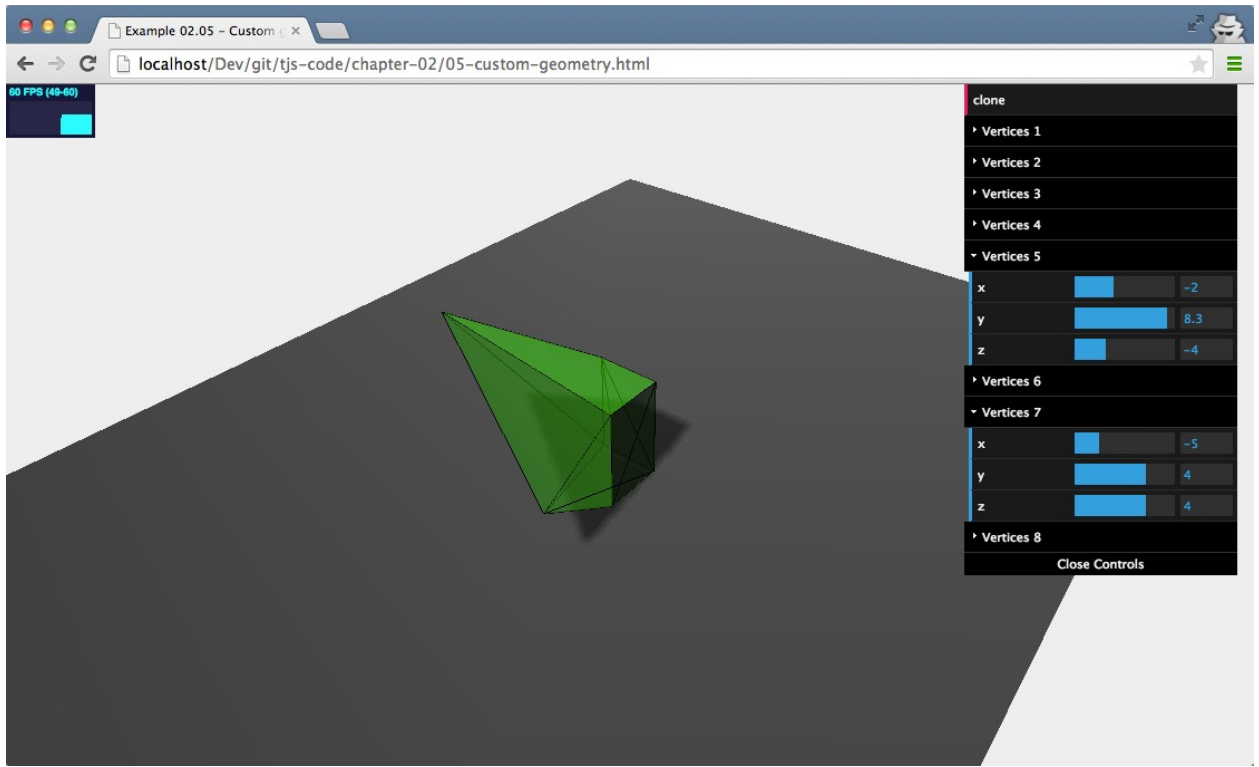


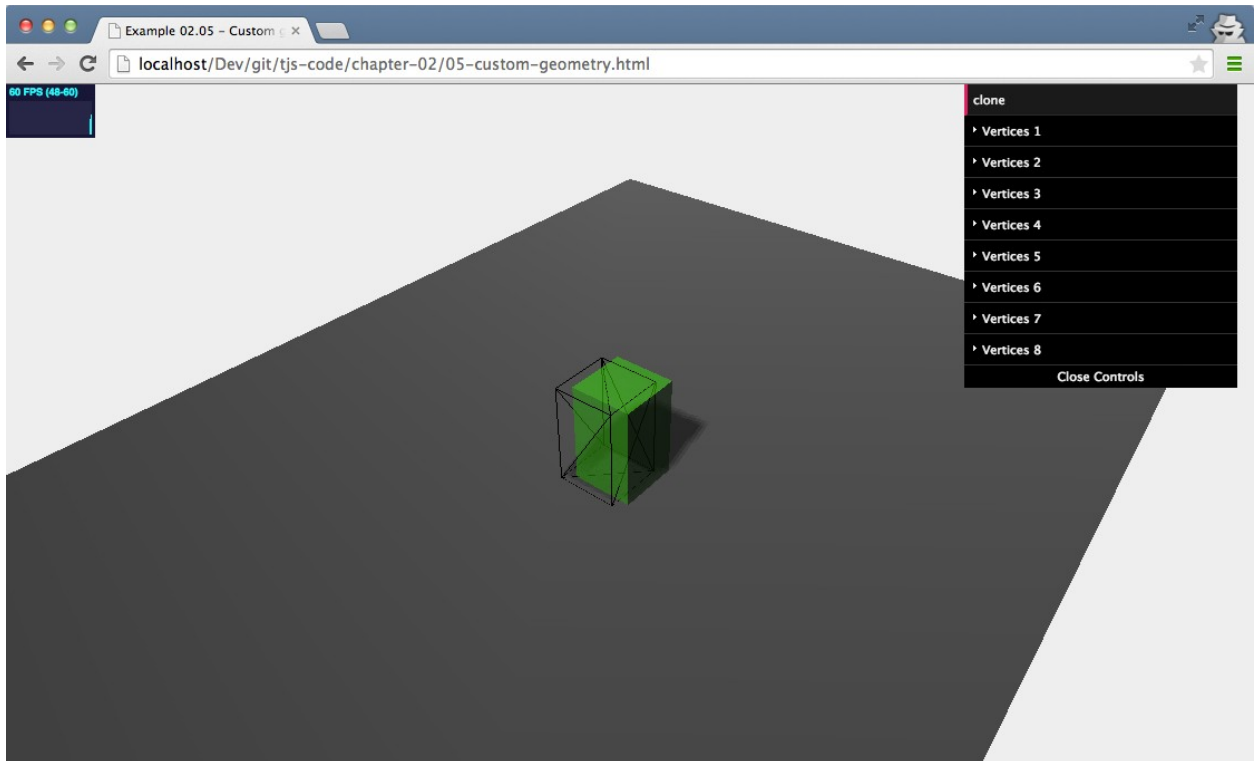
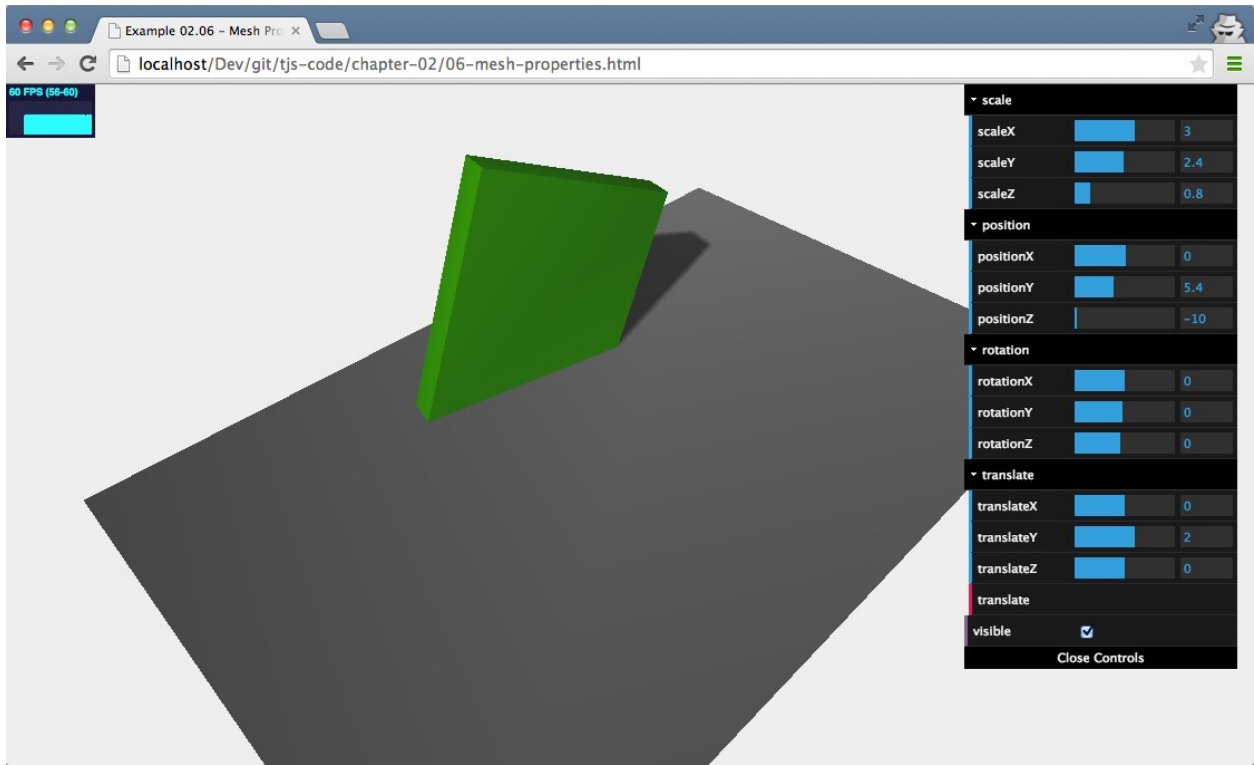
Chapter 2: Basic Components That Make Up a Three.js Scene

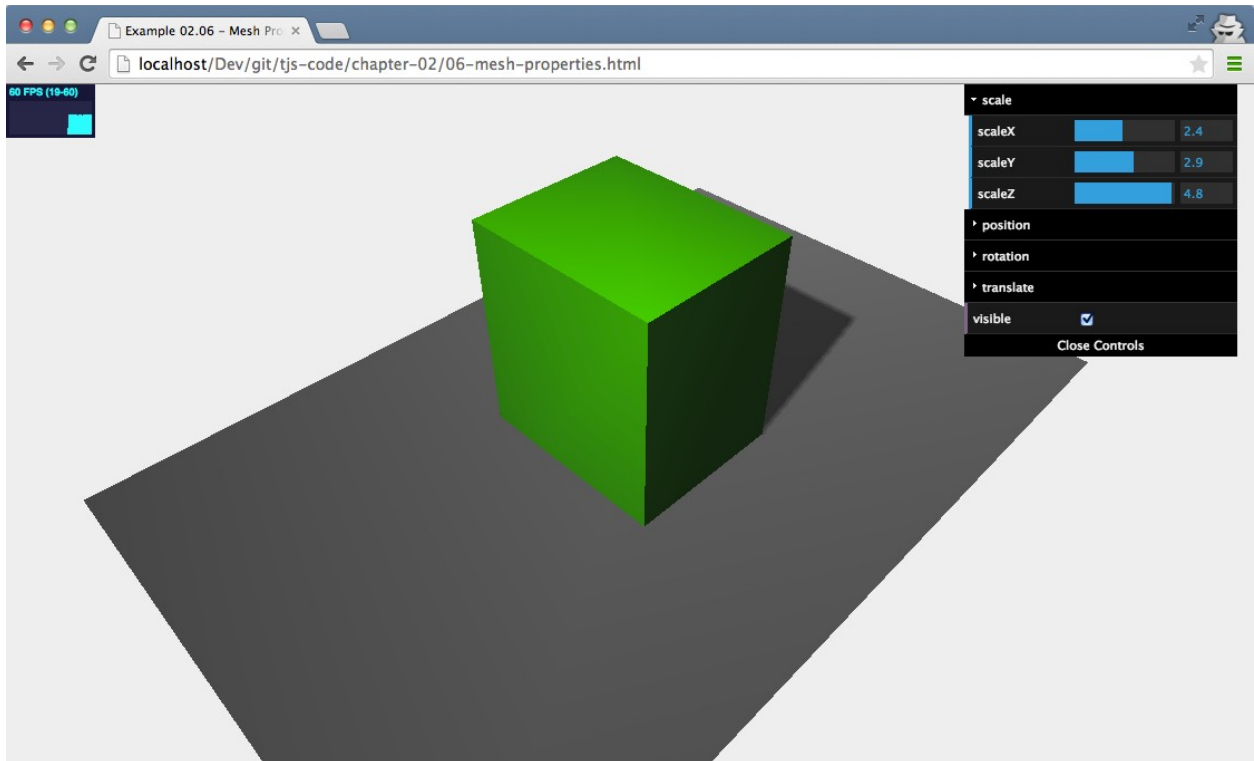
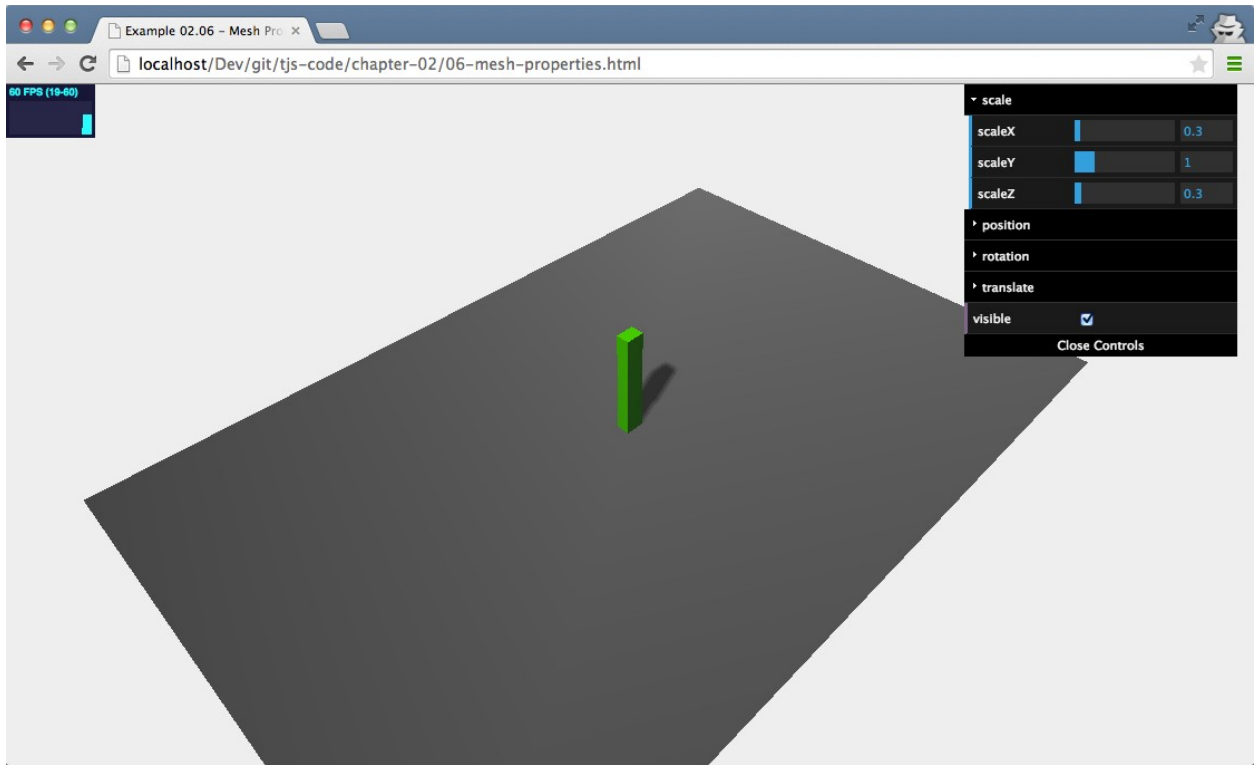


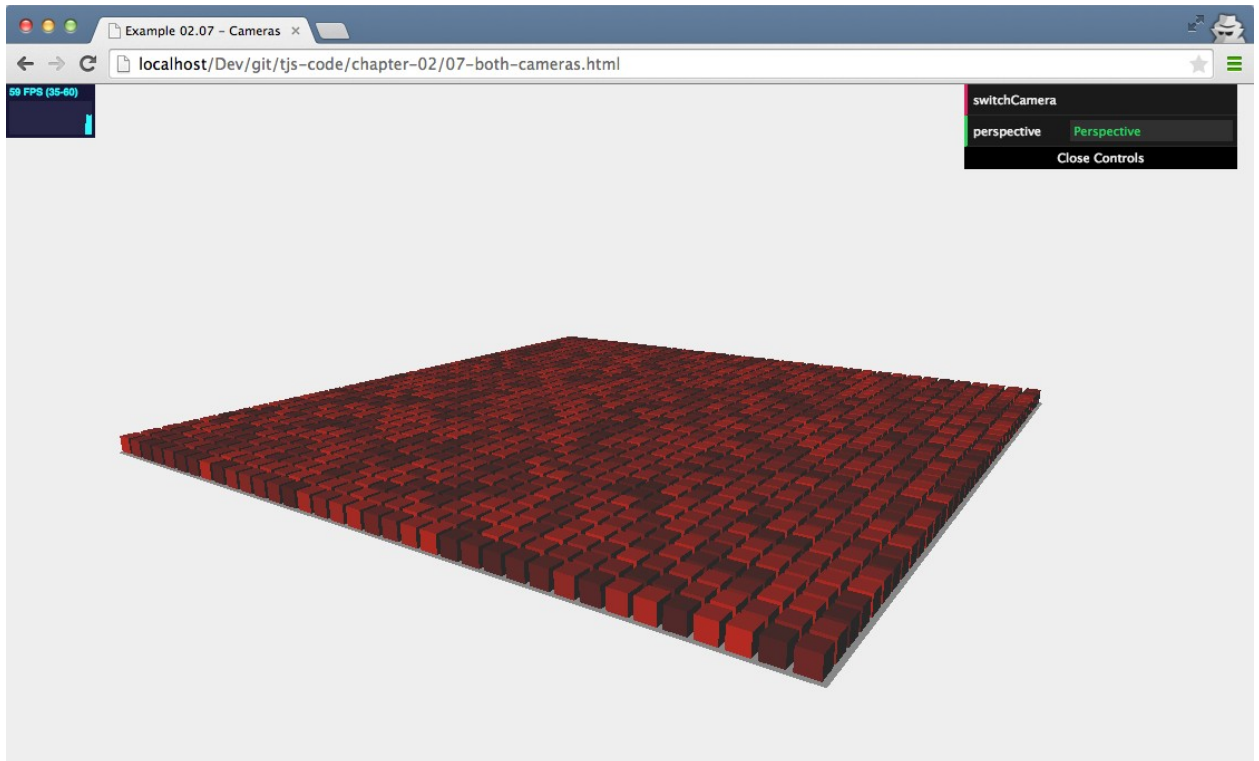
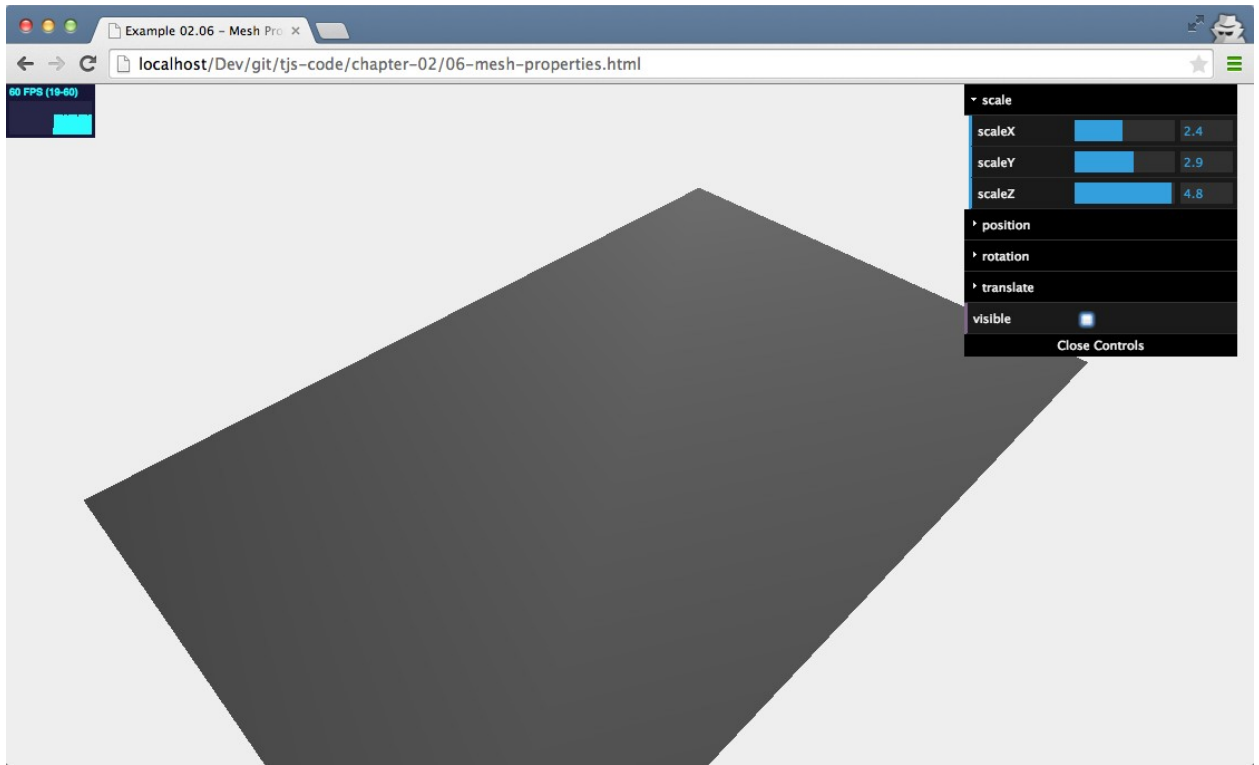


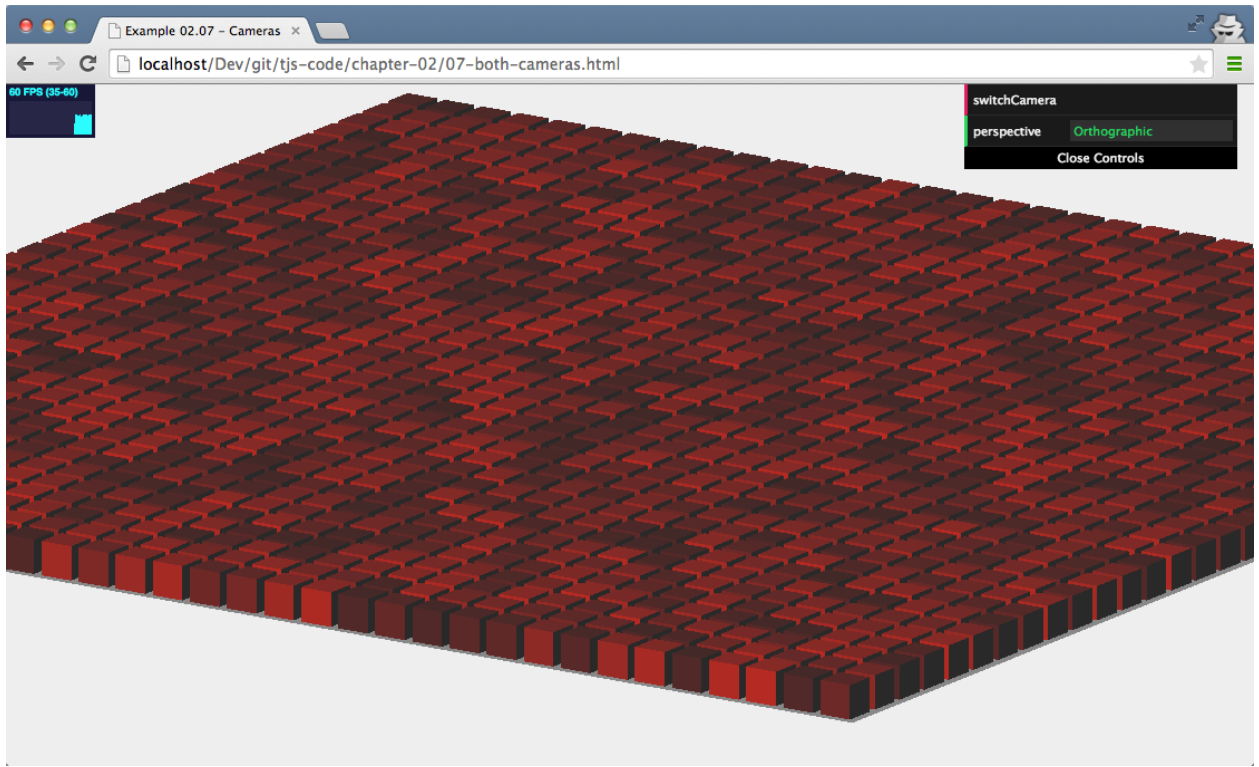




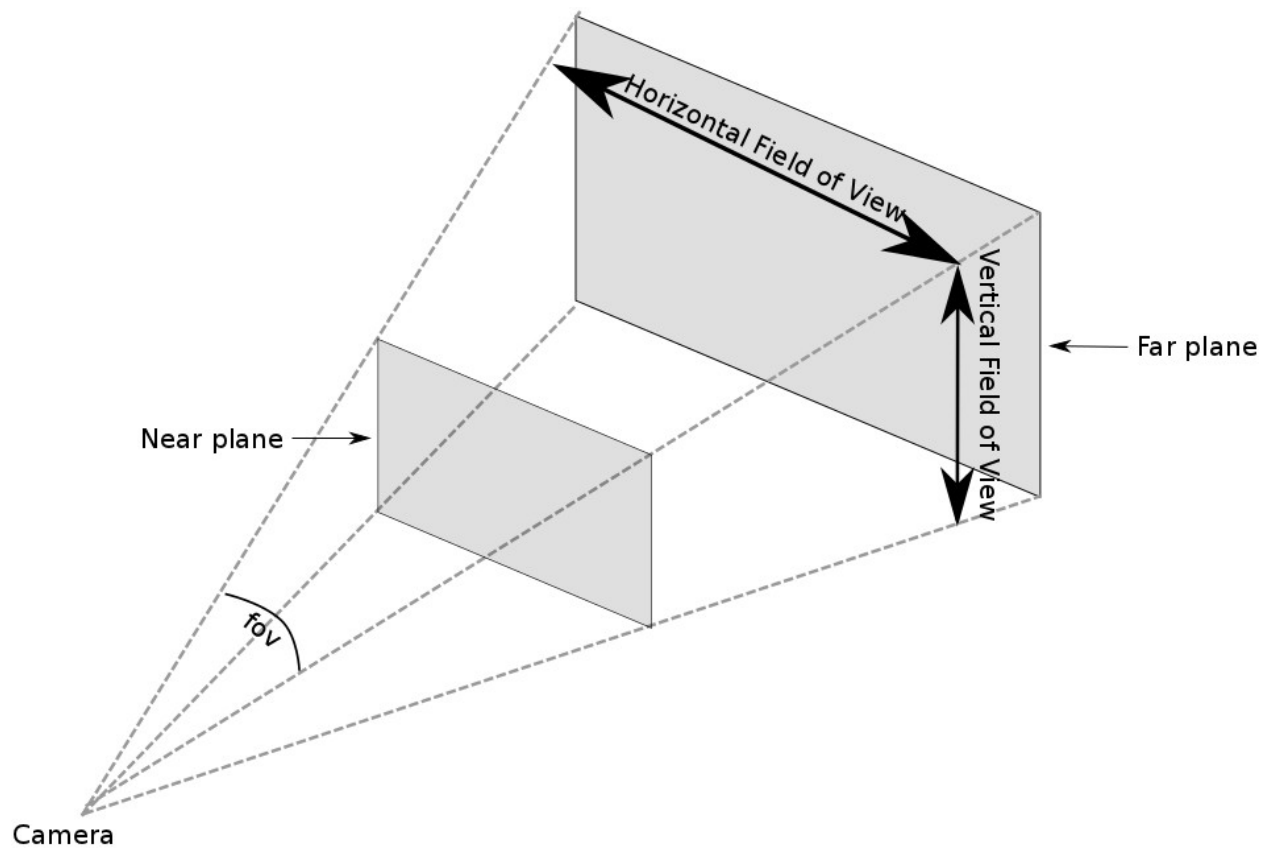


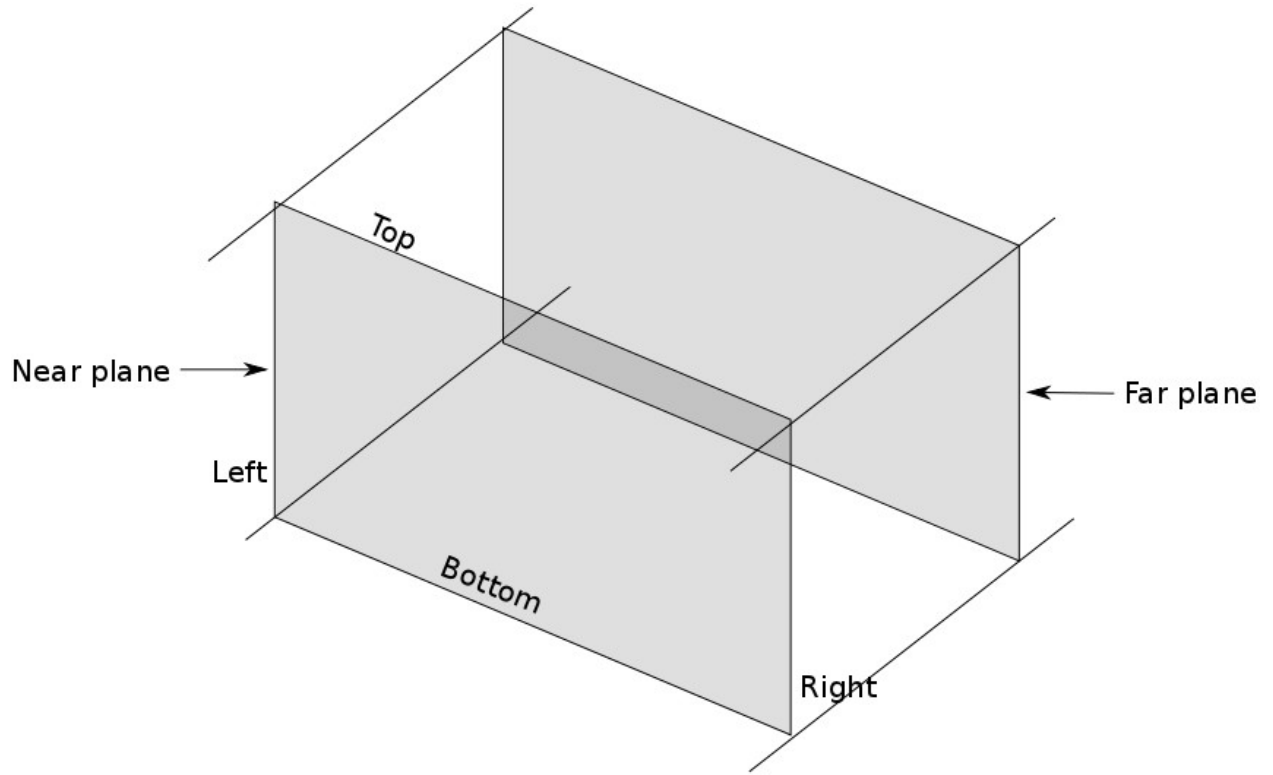


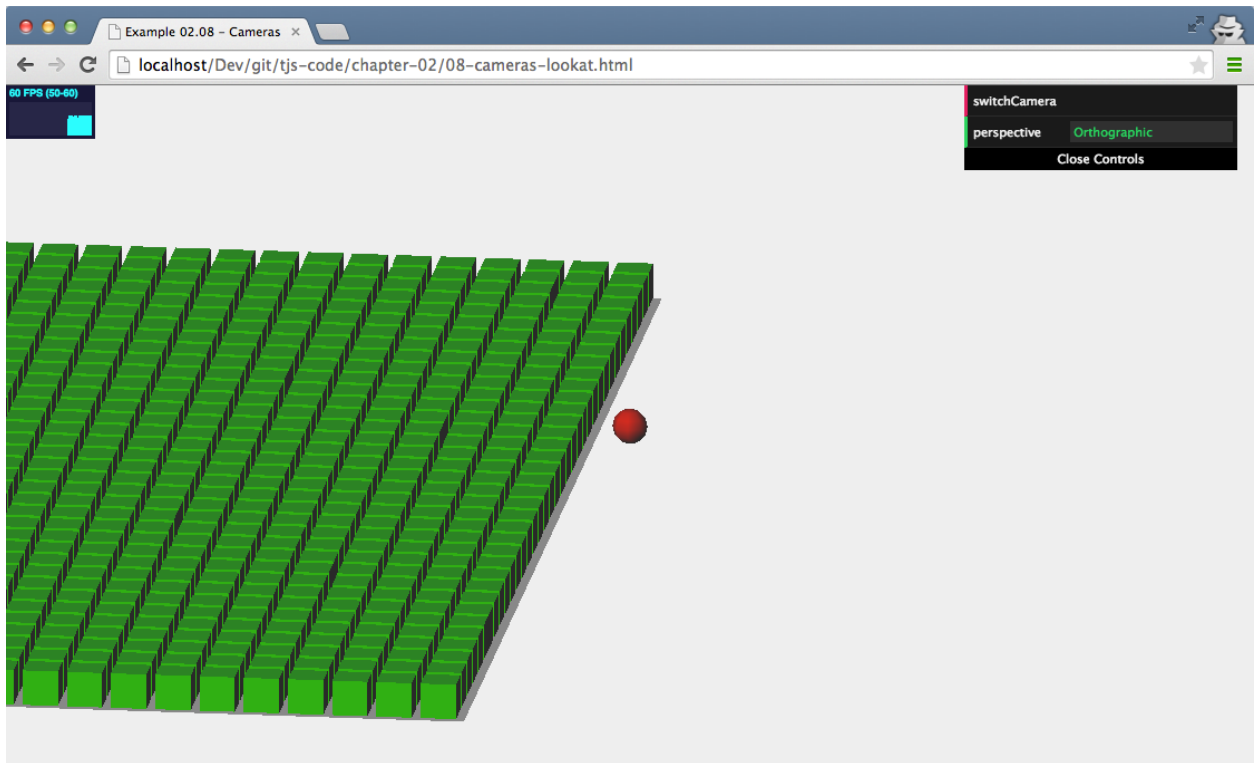
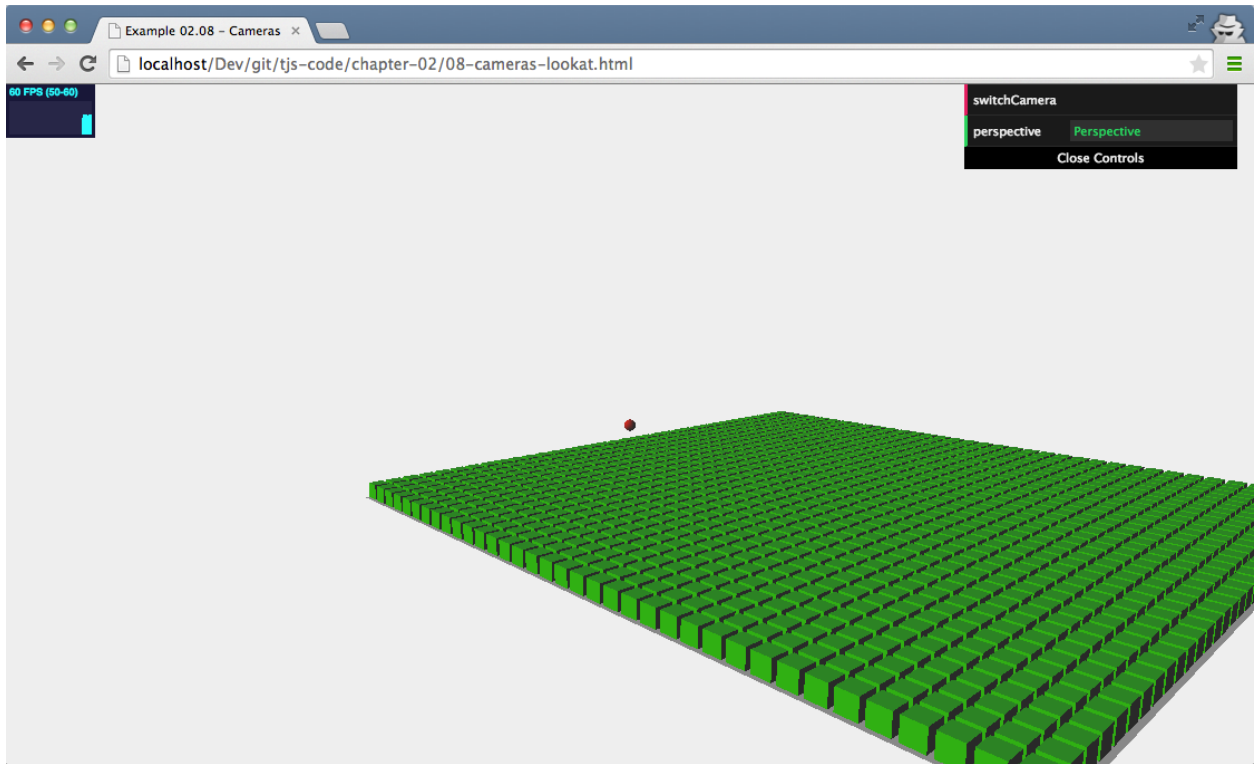




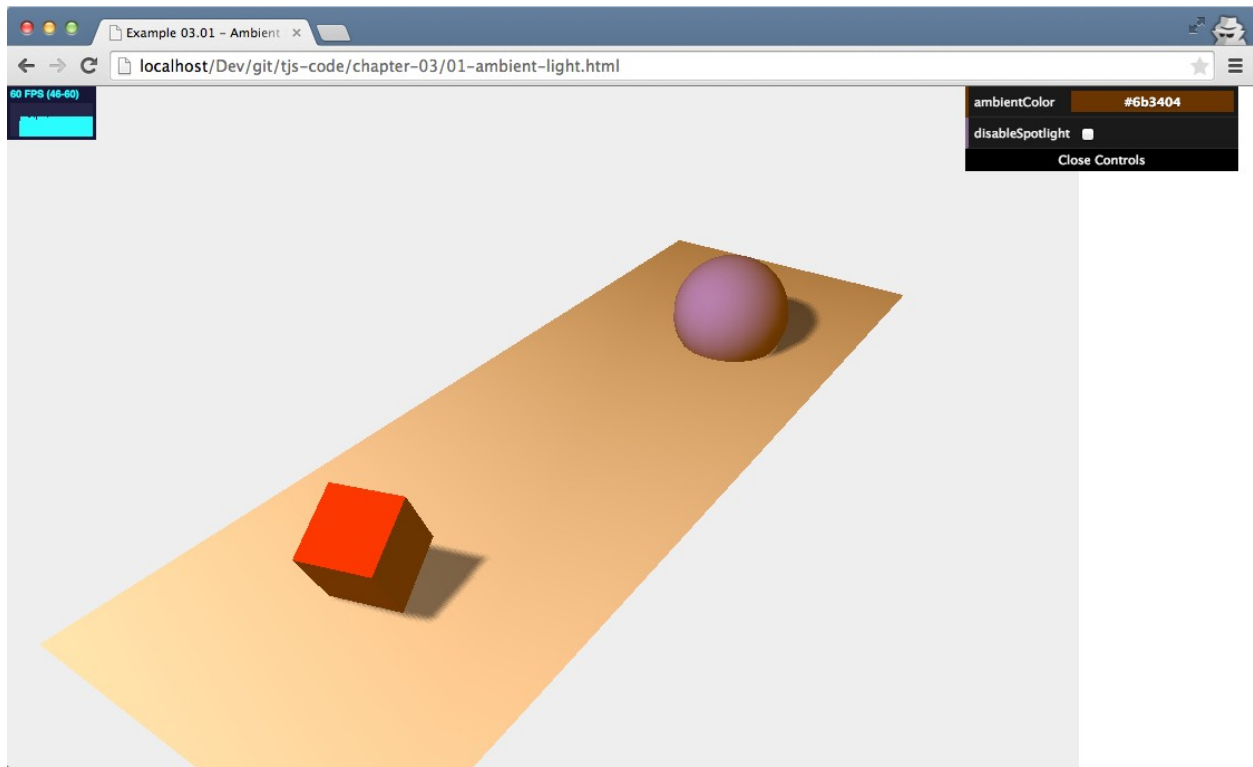


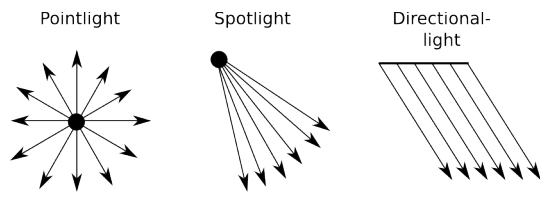
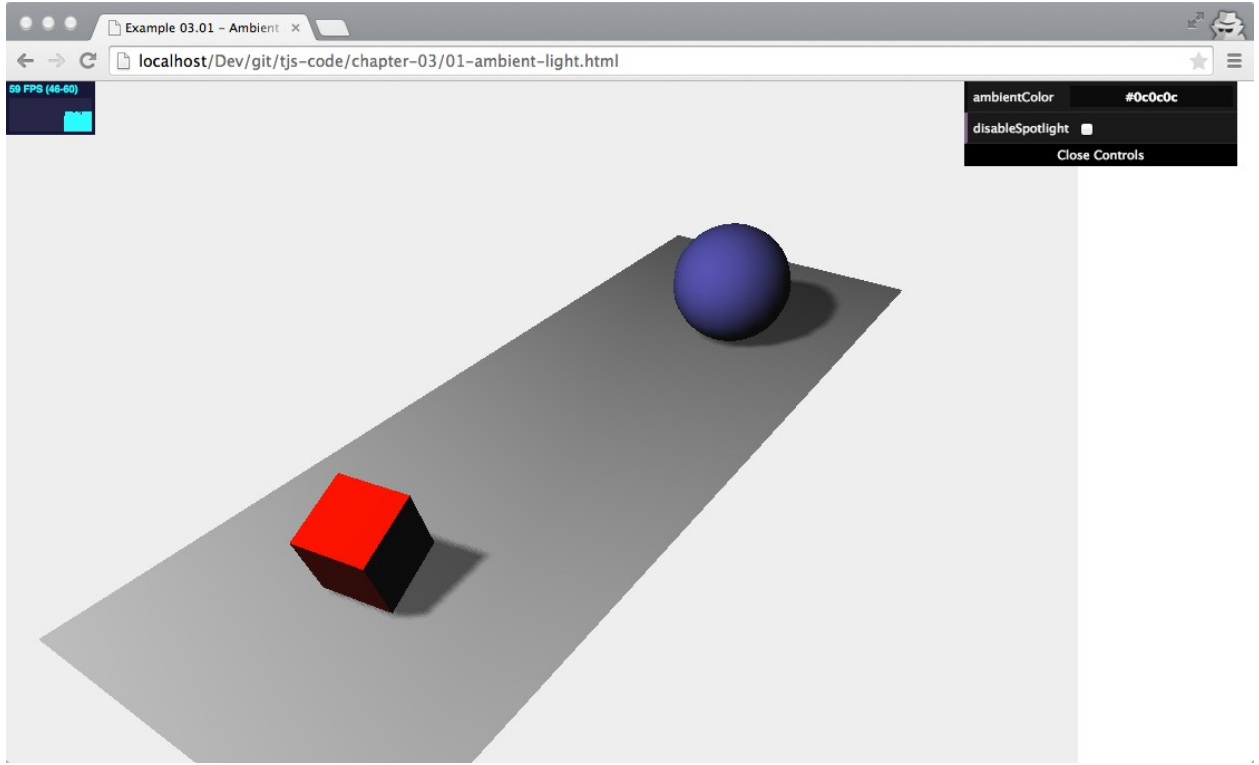


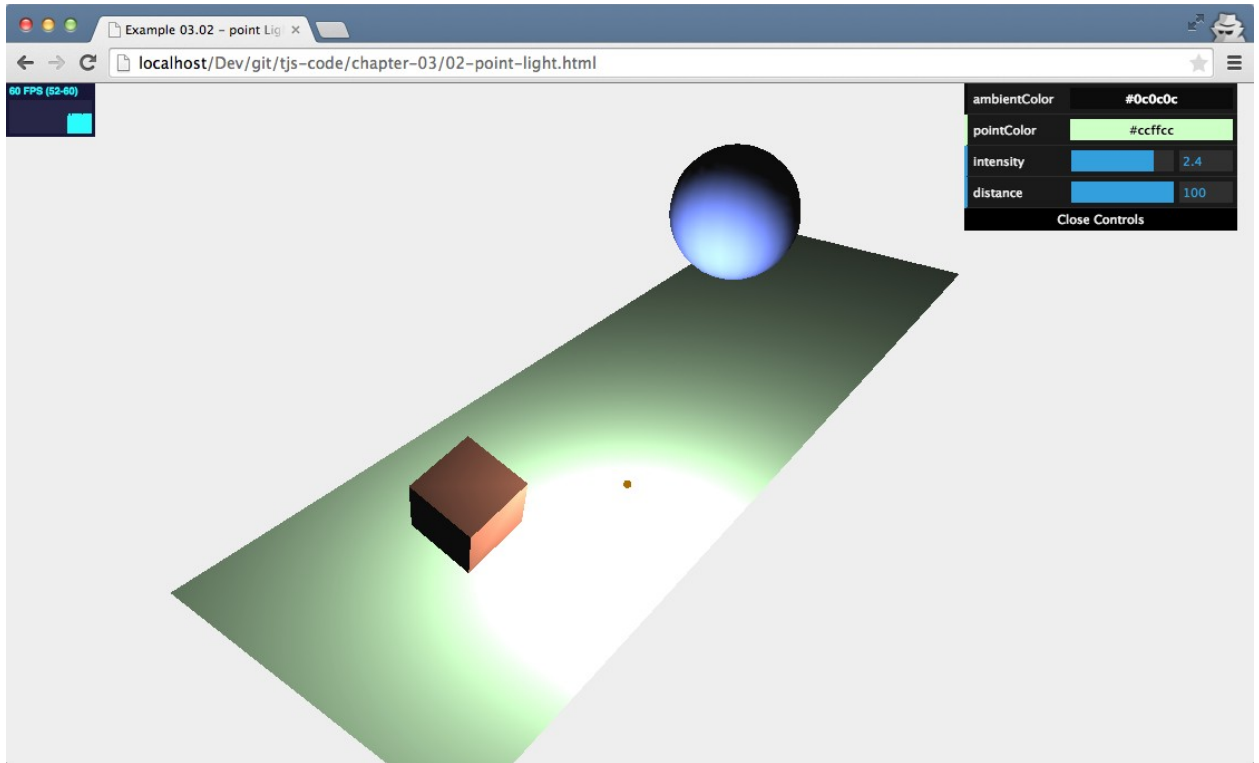
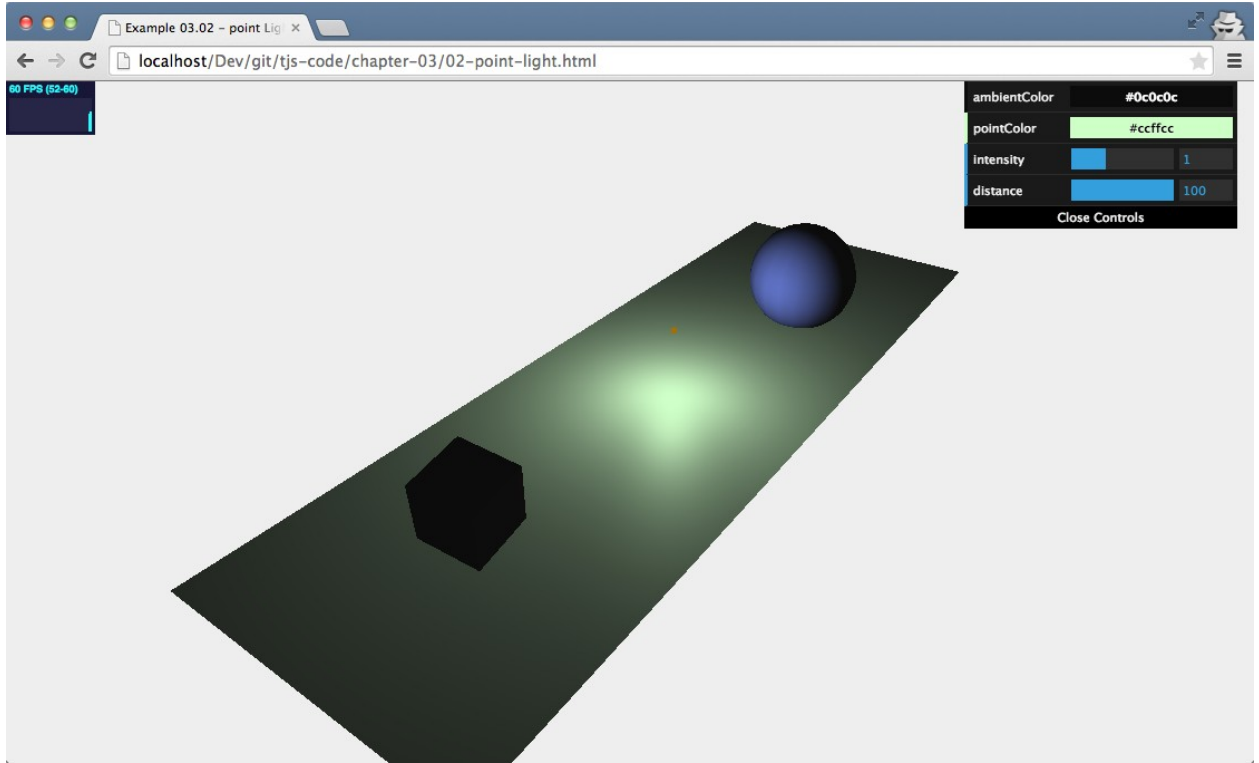


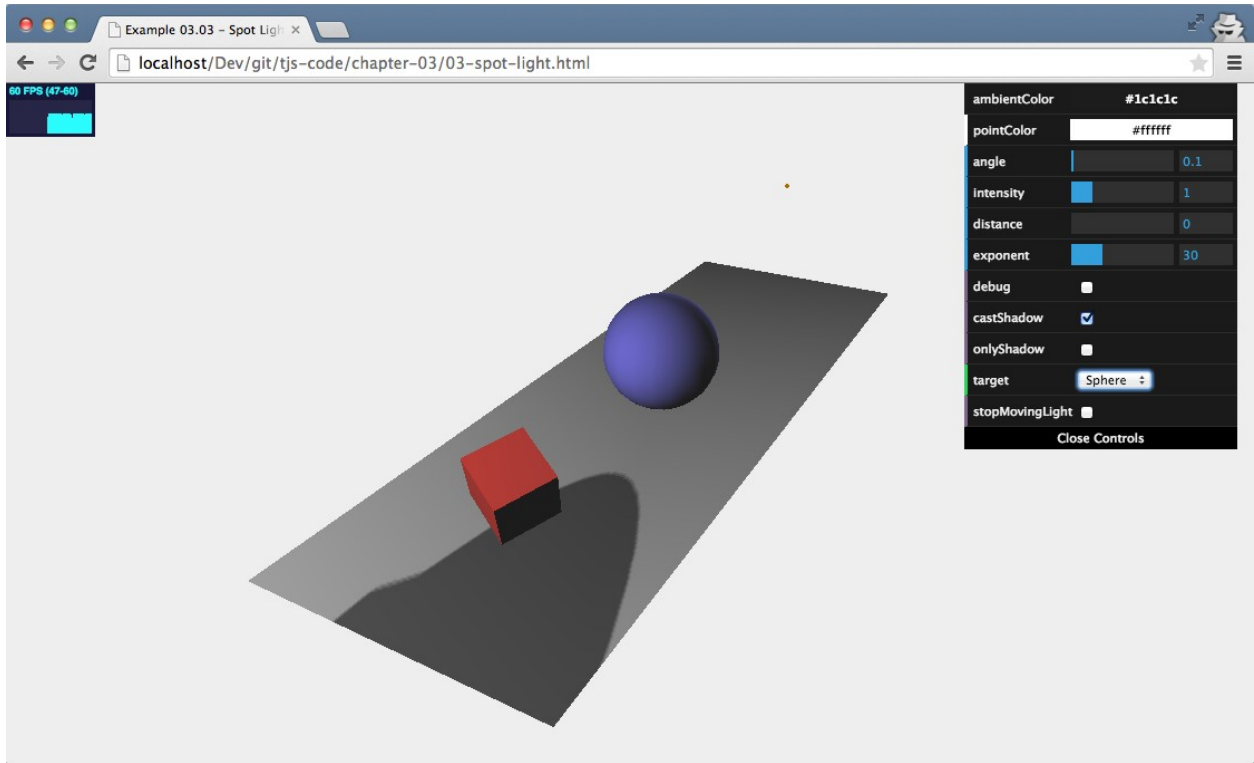
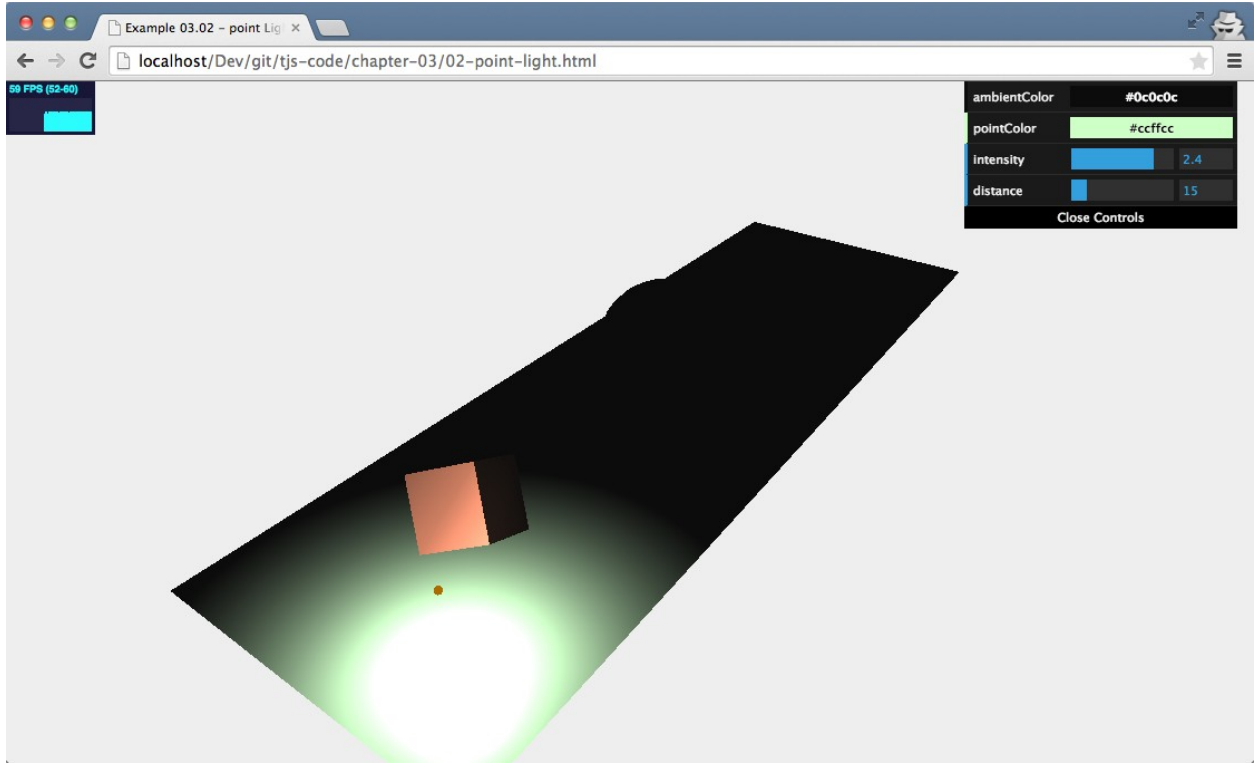


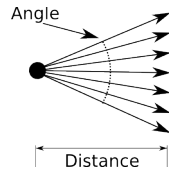
Chapter 3: Working with the Different Light Sources Available in Three.js











Example 03.03 - Spot Light

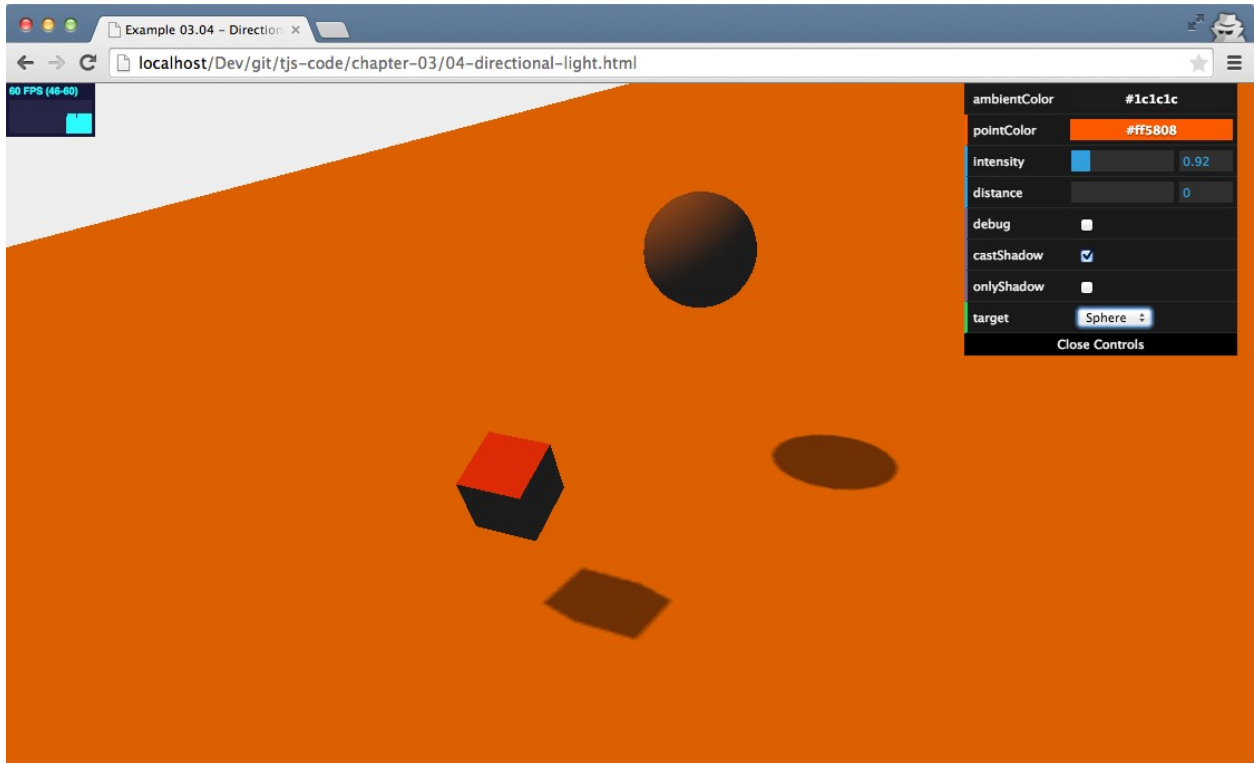
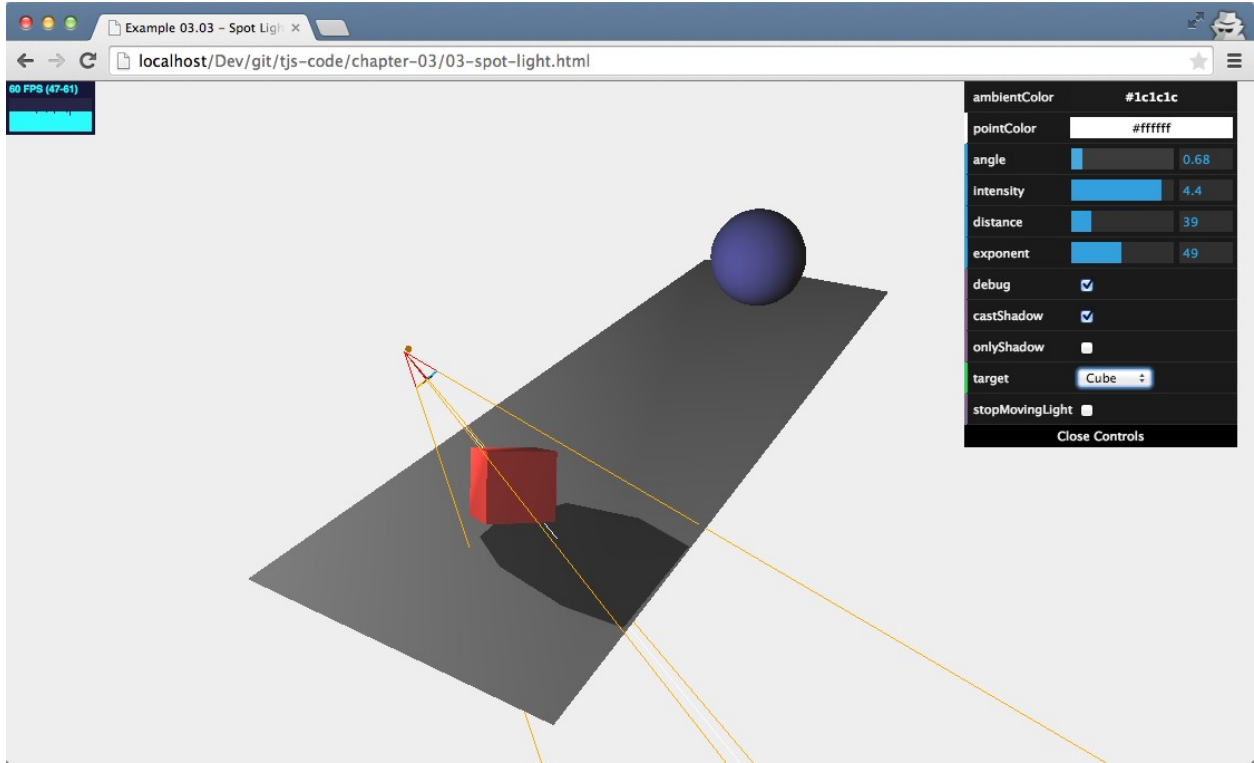
localhost/Dev/git/tjs-code/chapter-03/03-spot-light.html

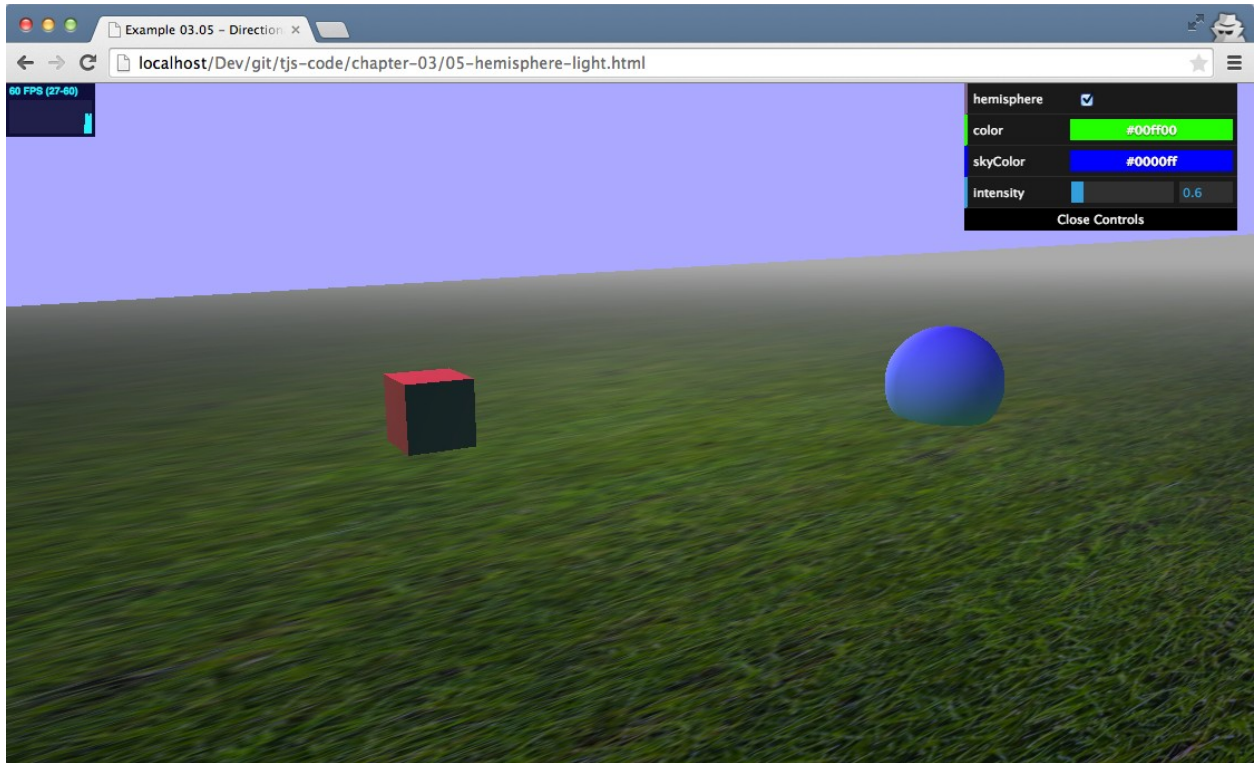
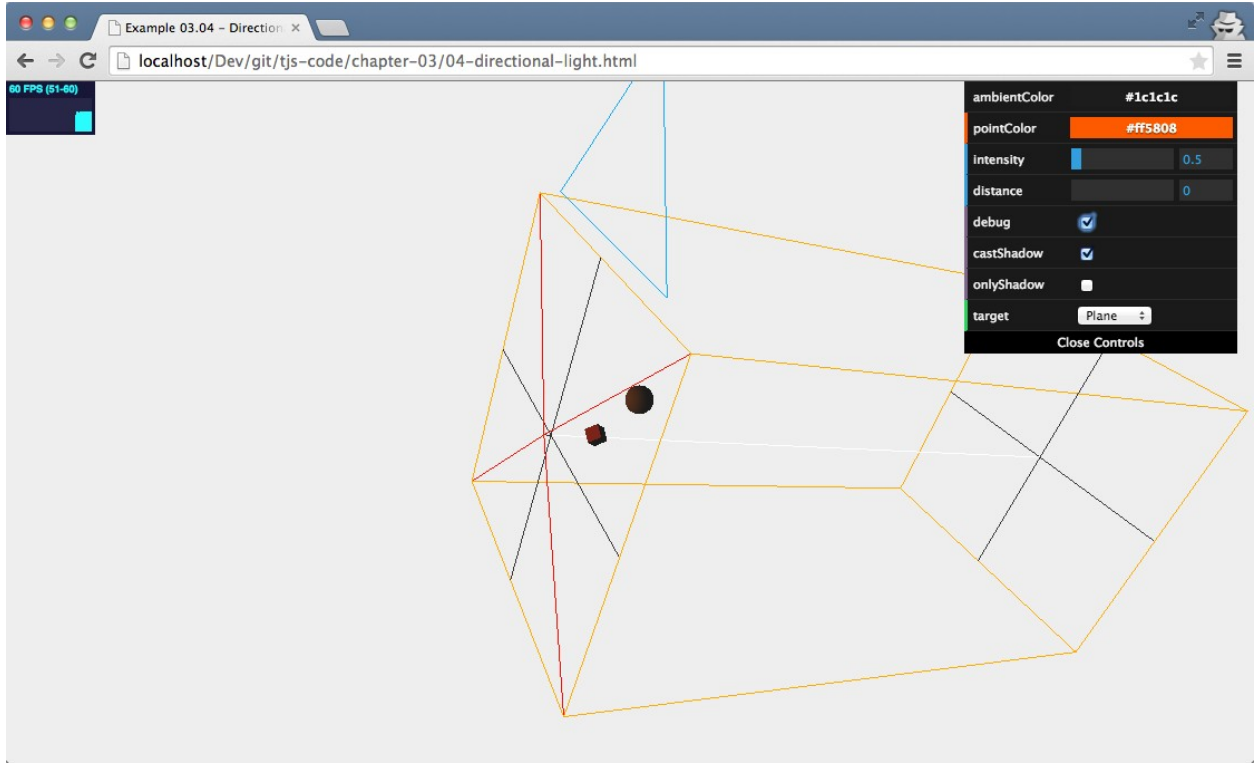
59 FPS (47-60)

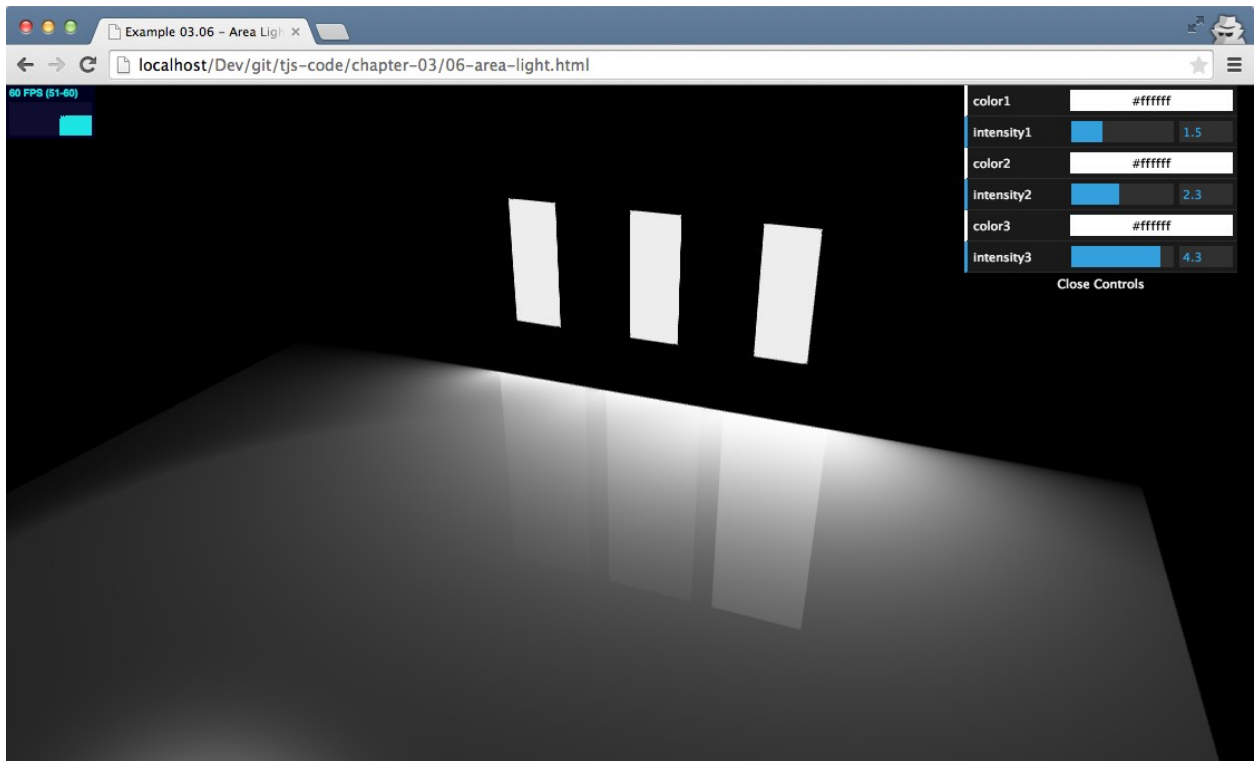
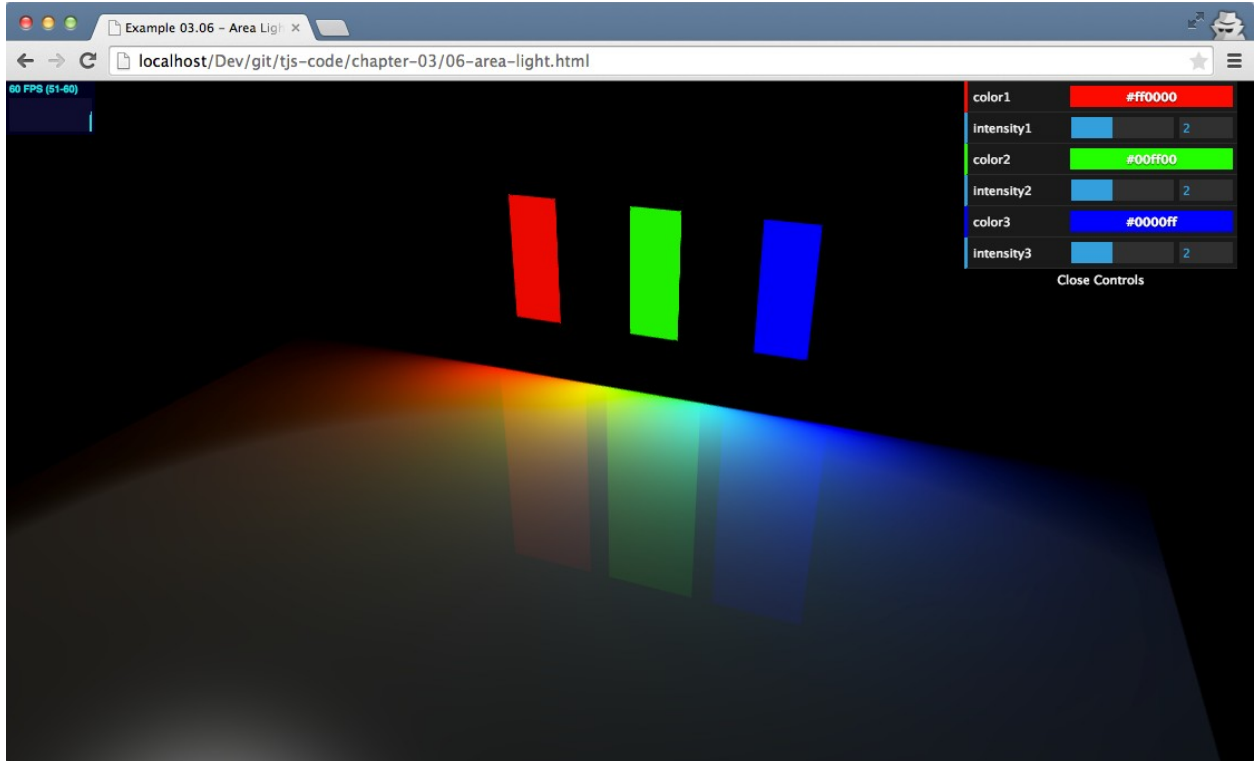
A 3D scene showing a spot light (a glowing blue sphere) positioned above a grey rectangular plane. A red cube is placed on the plane, and its shadow is cast onto the surface. The light is directed towards the cube, creating a bright spot on its top surface.

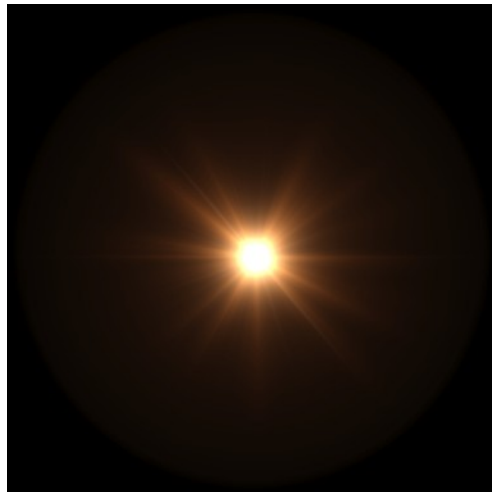
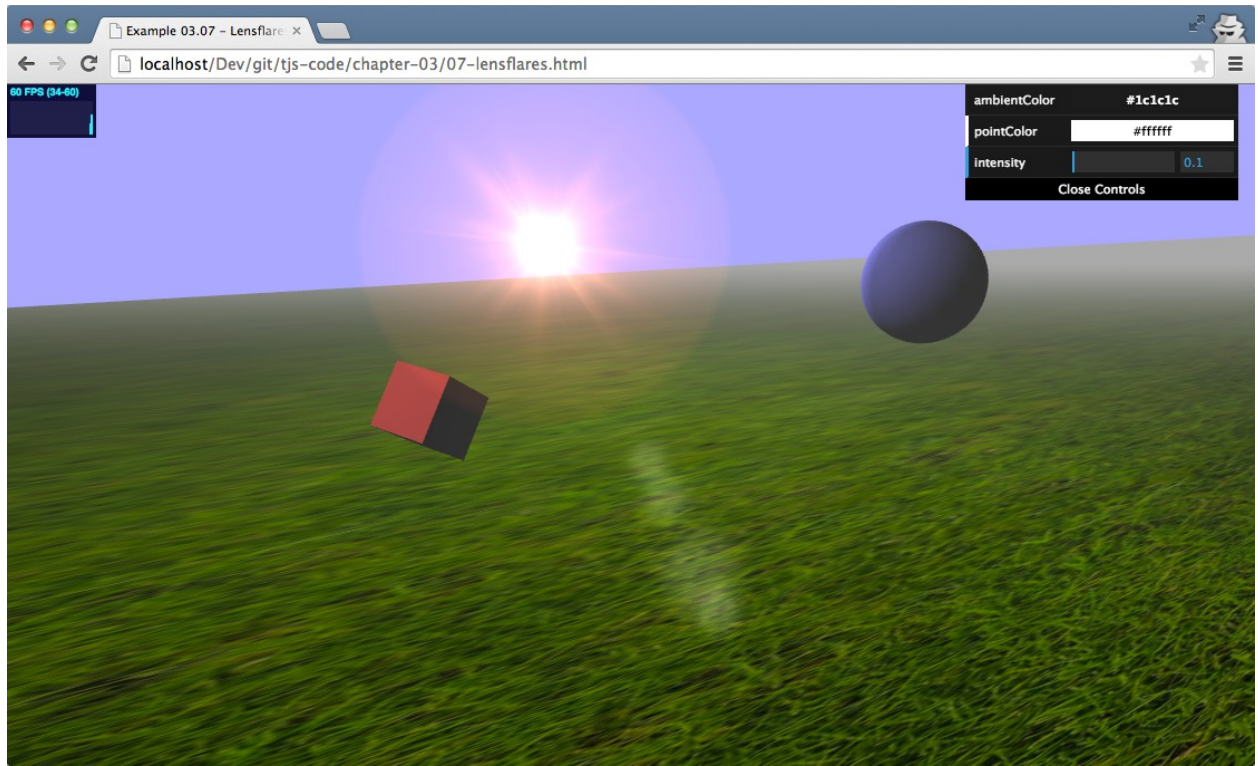
ambientColor	#1c1c1c
pointColor	#ffffff
angle	0.1
intensity	4.4
distance	39
exponent	49
debug	<input type="checkbox"/>
castShadow	<input checked="" type="checkbox"/>
onlyShadow	<input type="checkbox"/>
target	Sphere
stopMovingLight	<input type="checkbox"/>

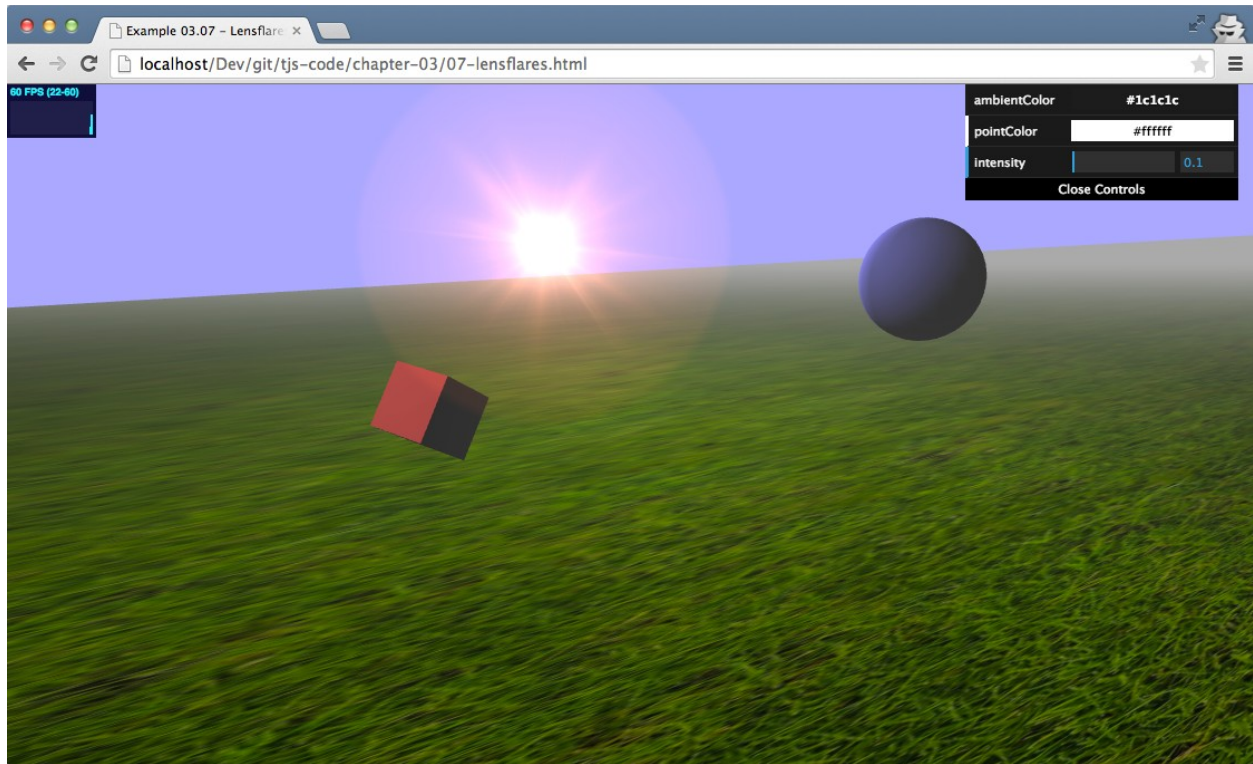
Close Controls



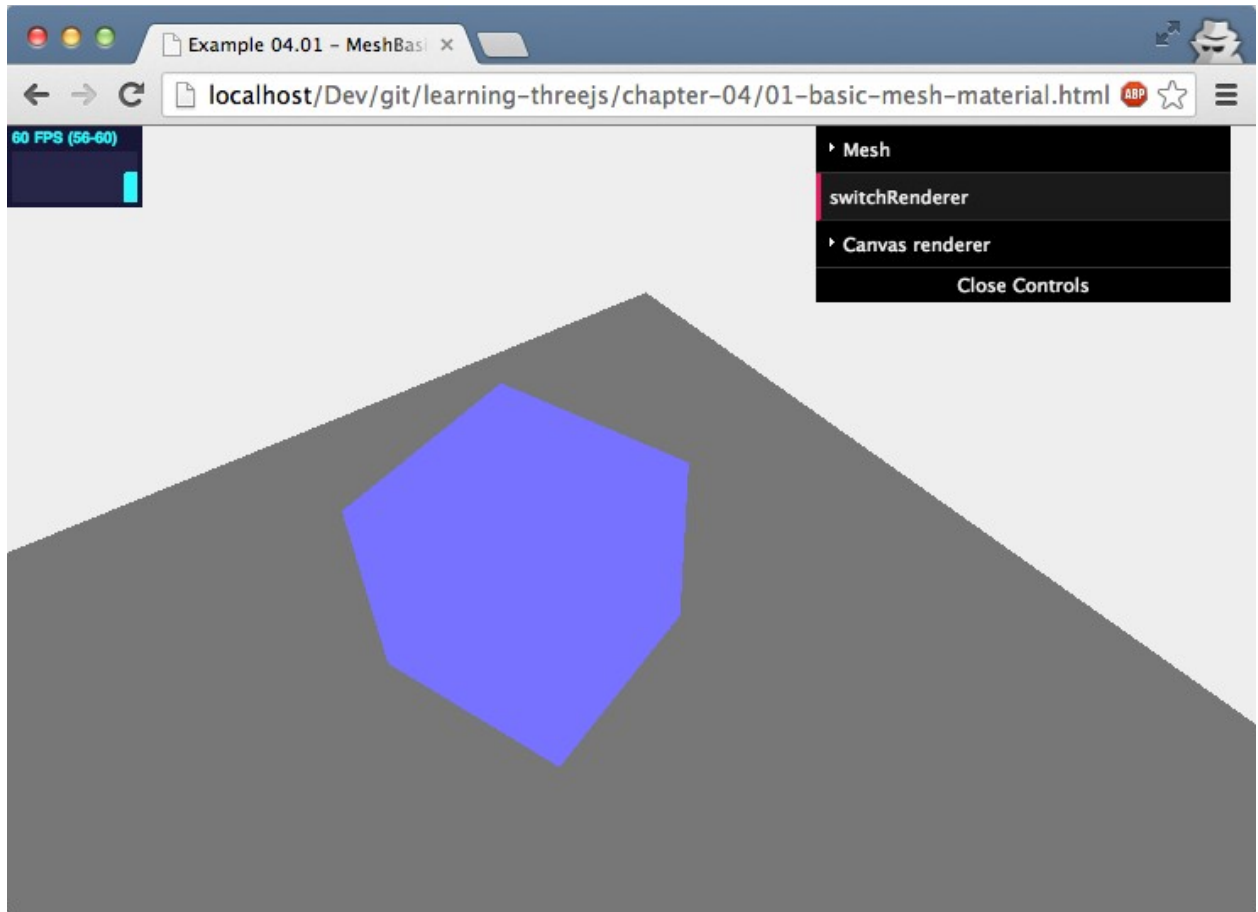


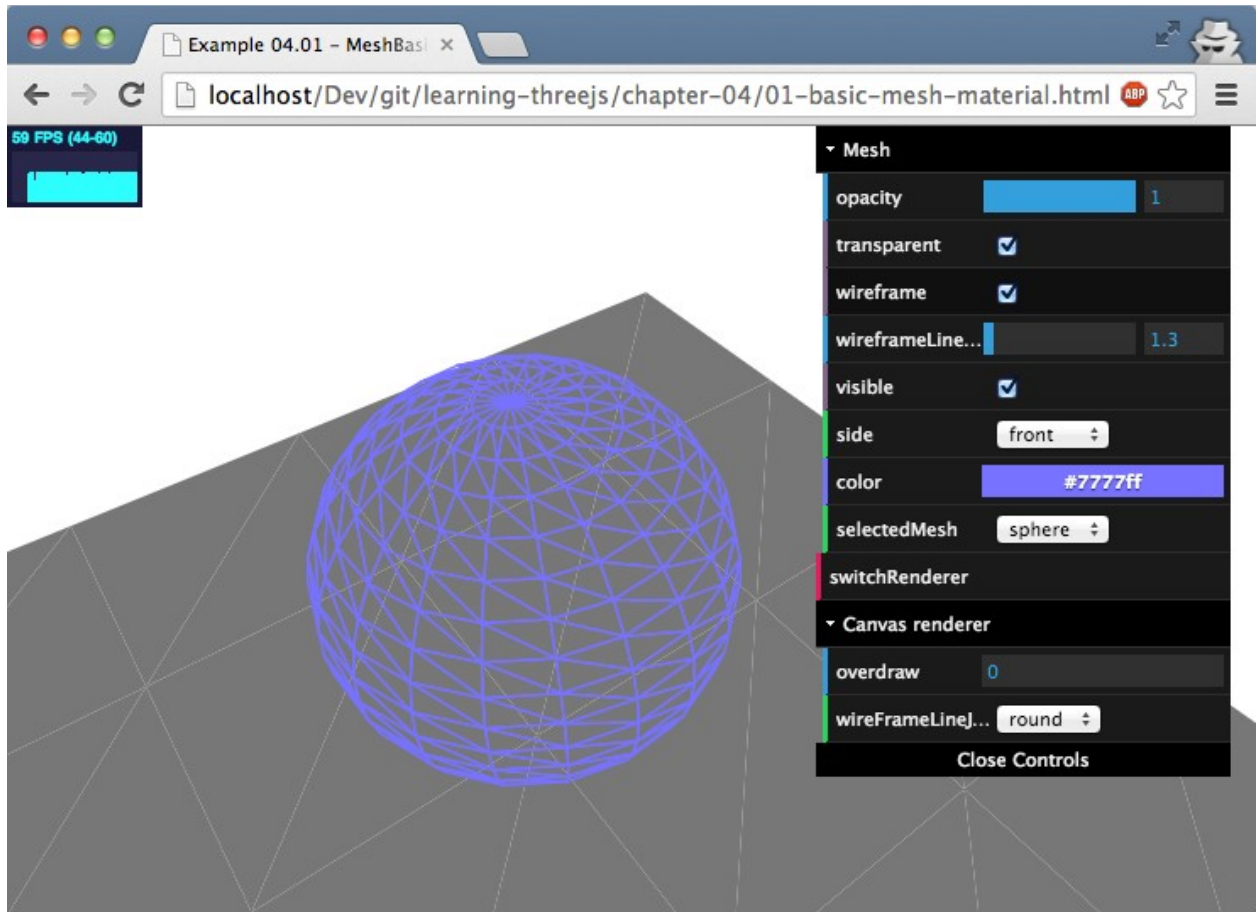


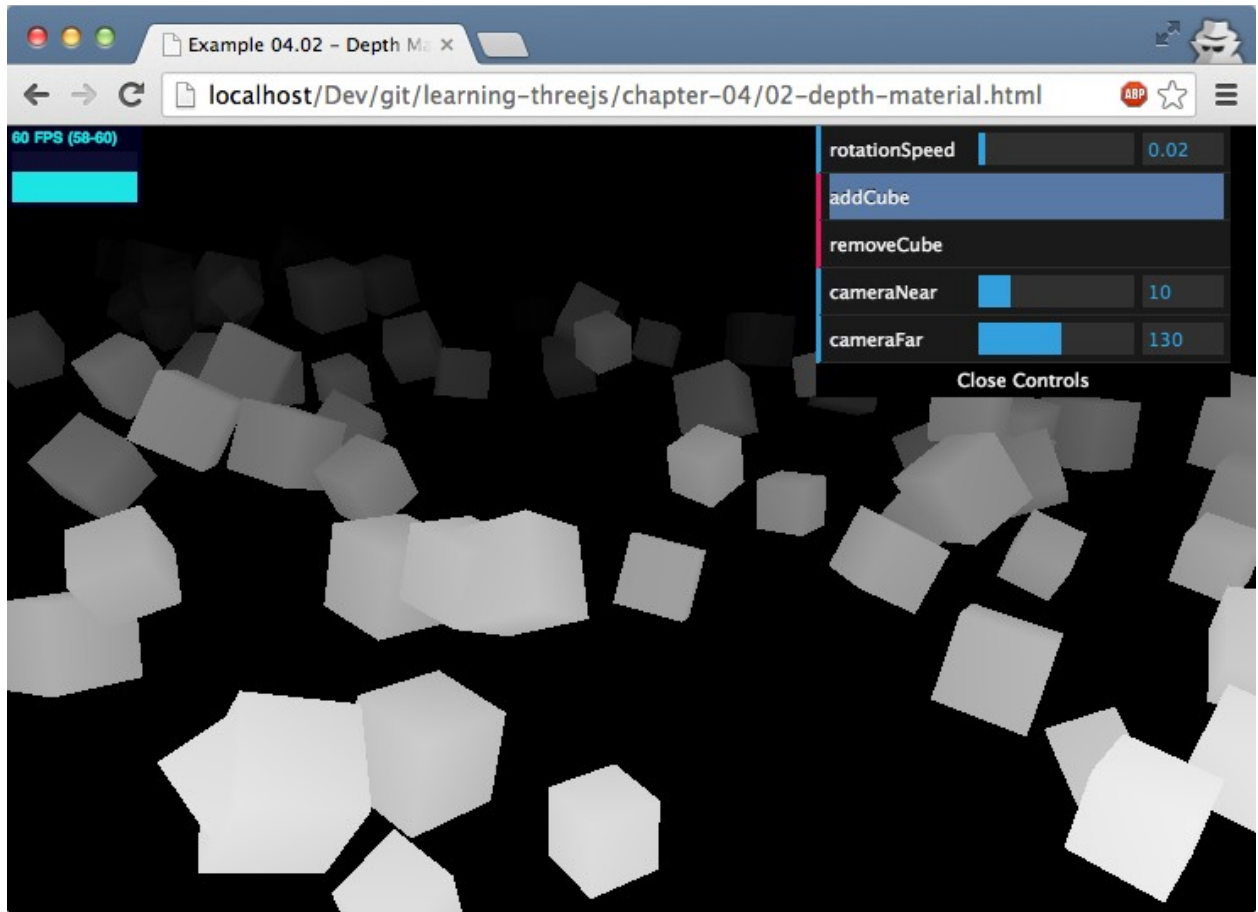


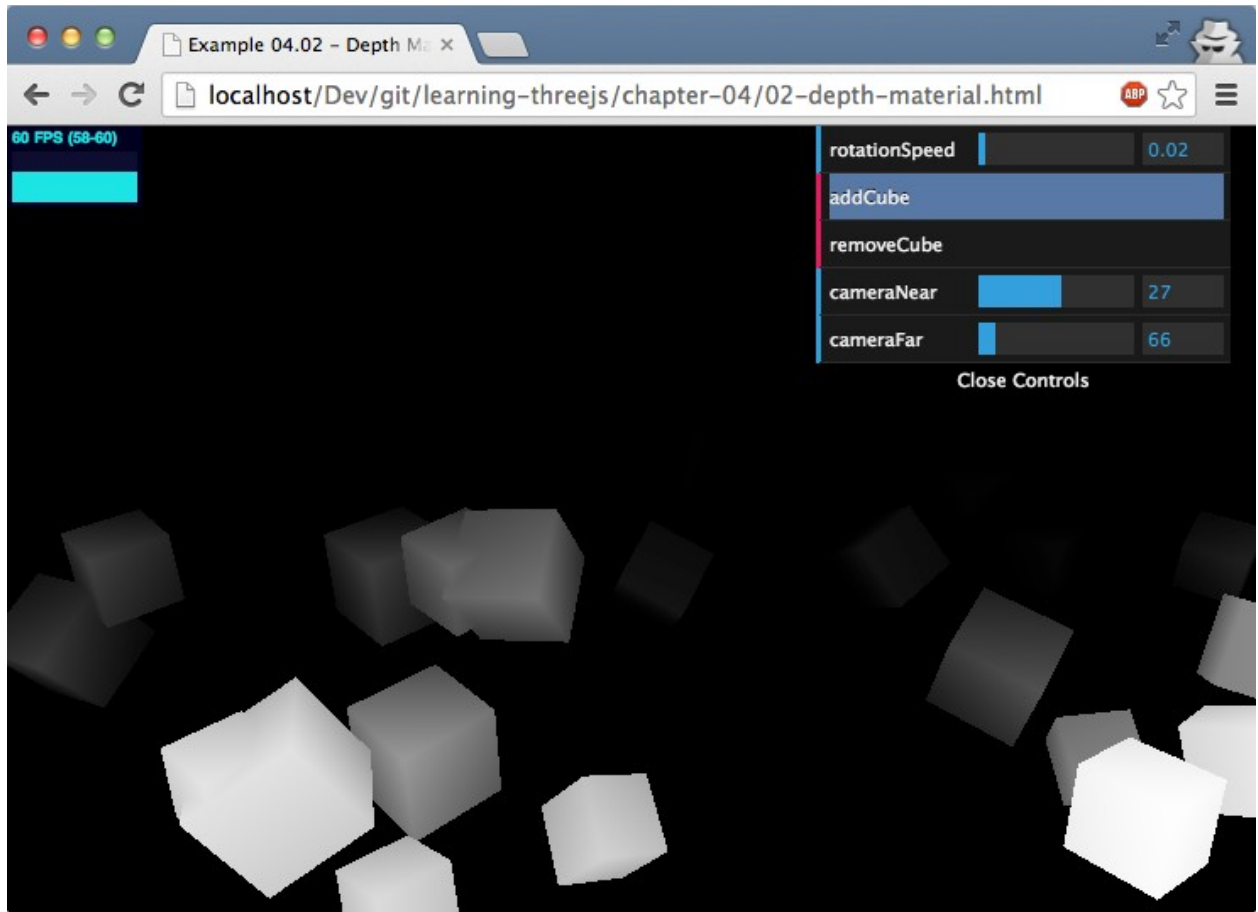


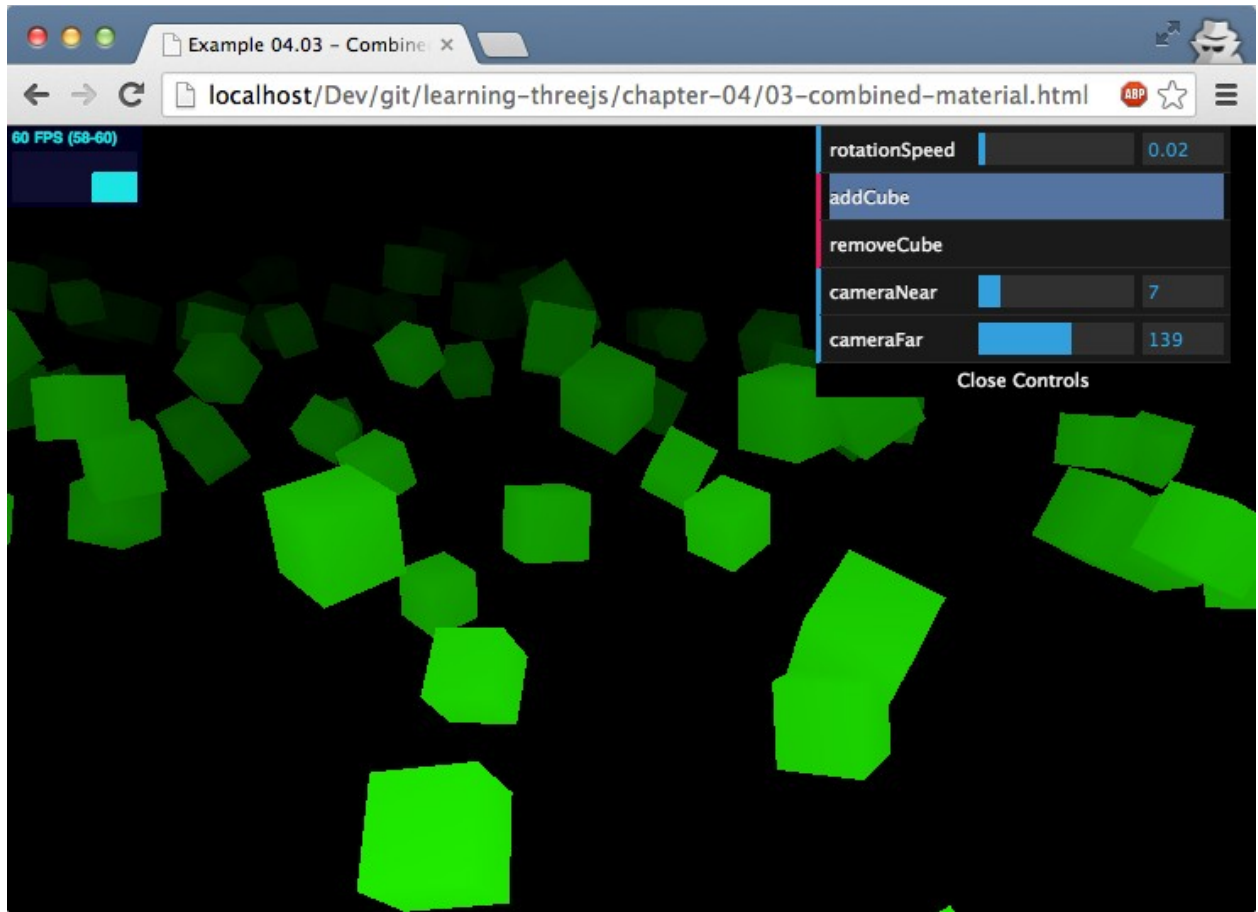
Chapter 4: Working with Three.js Materials

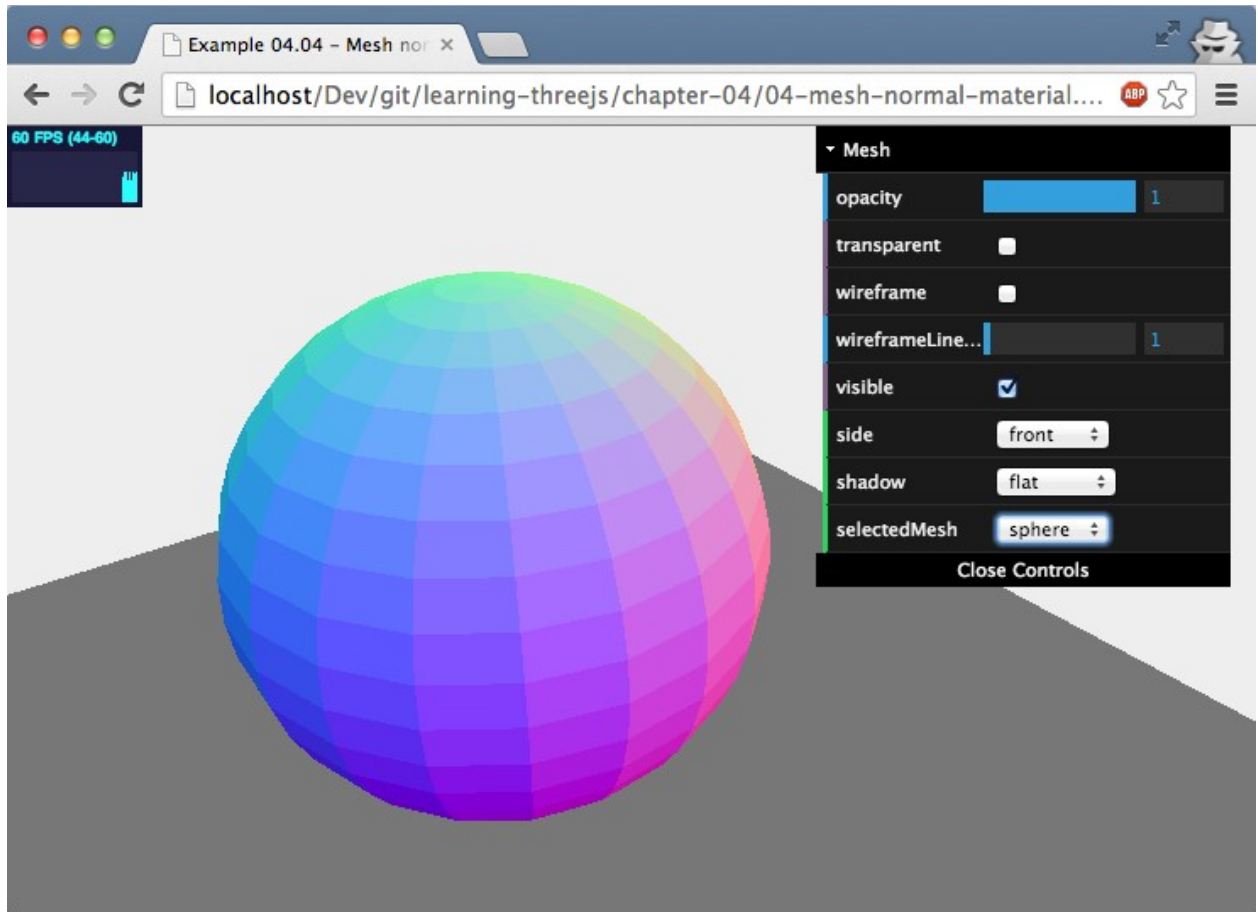


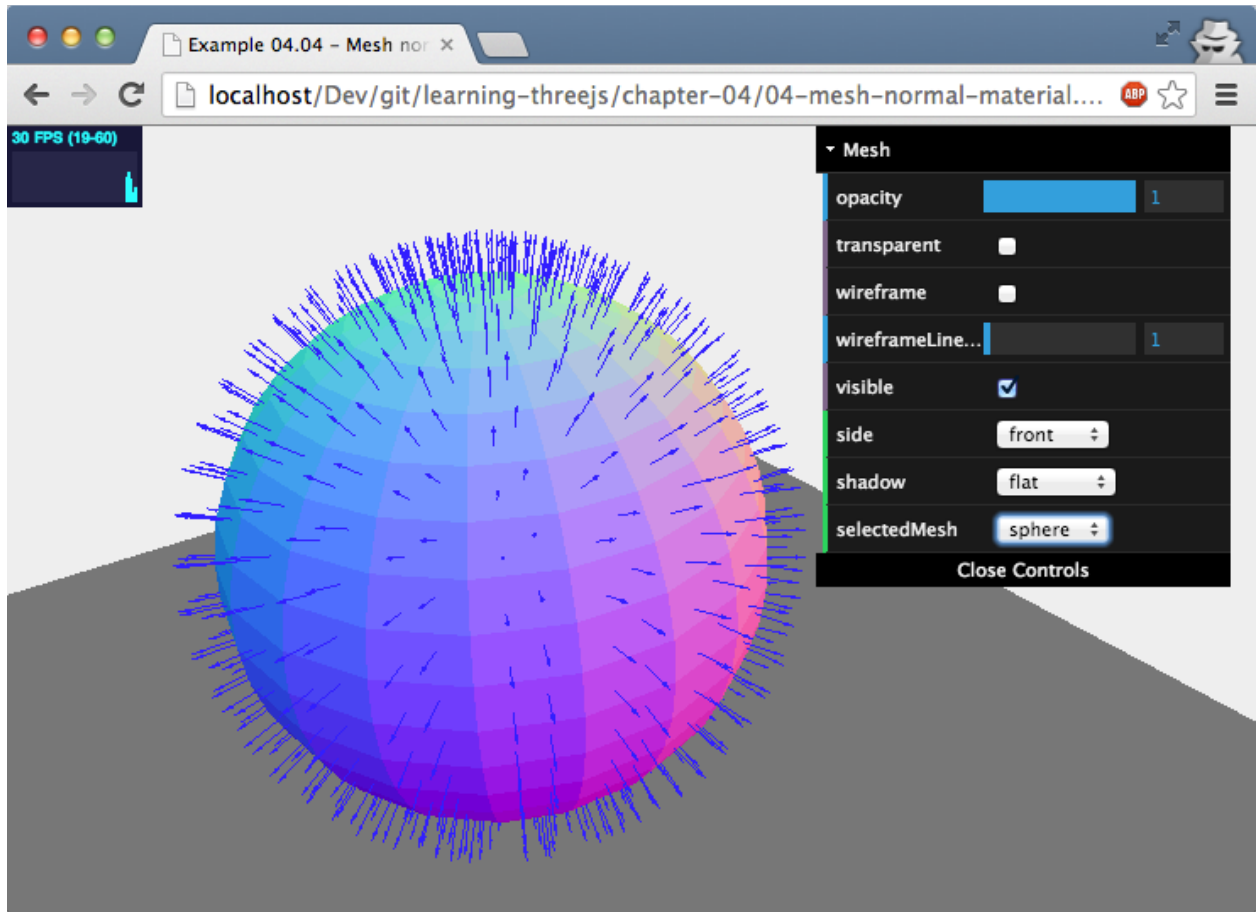


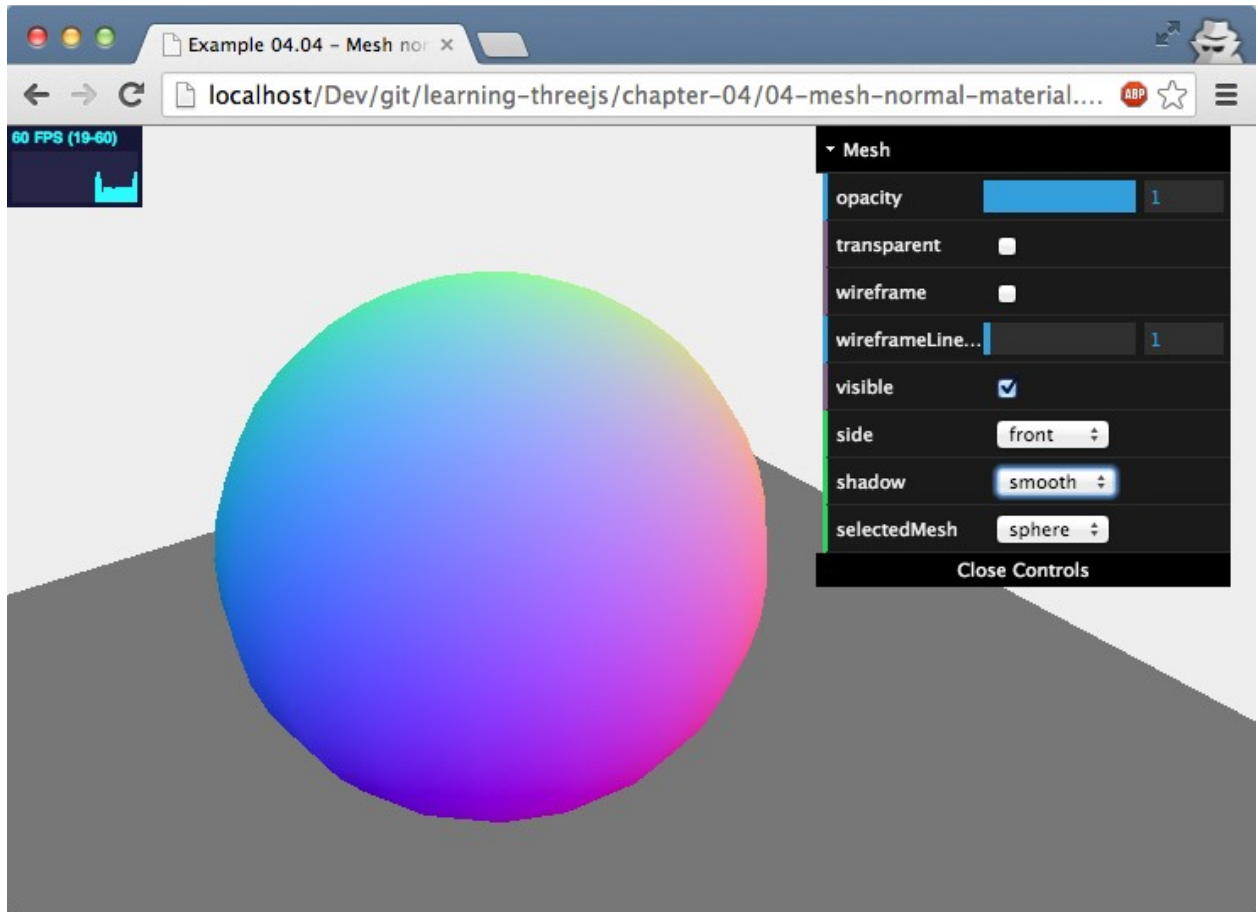


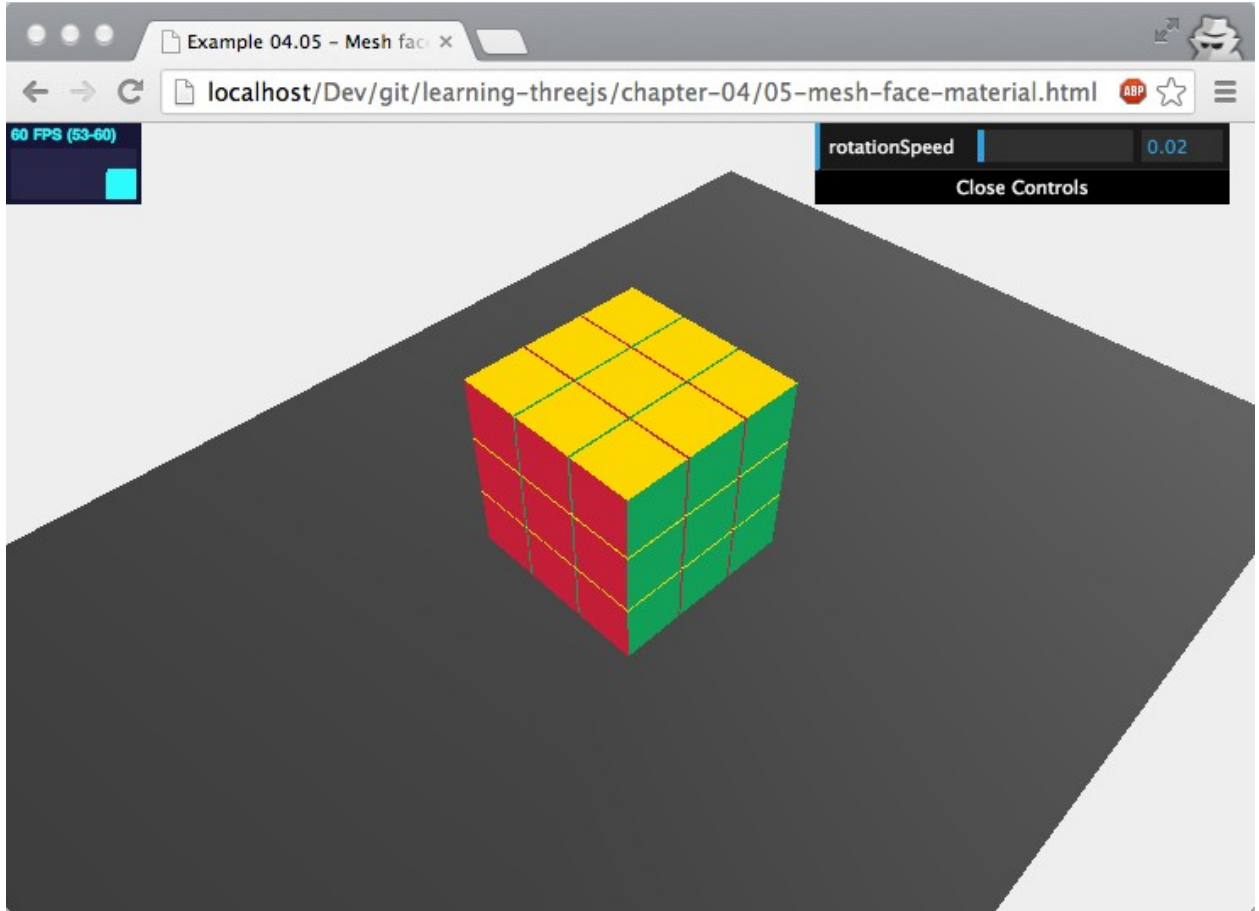


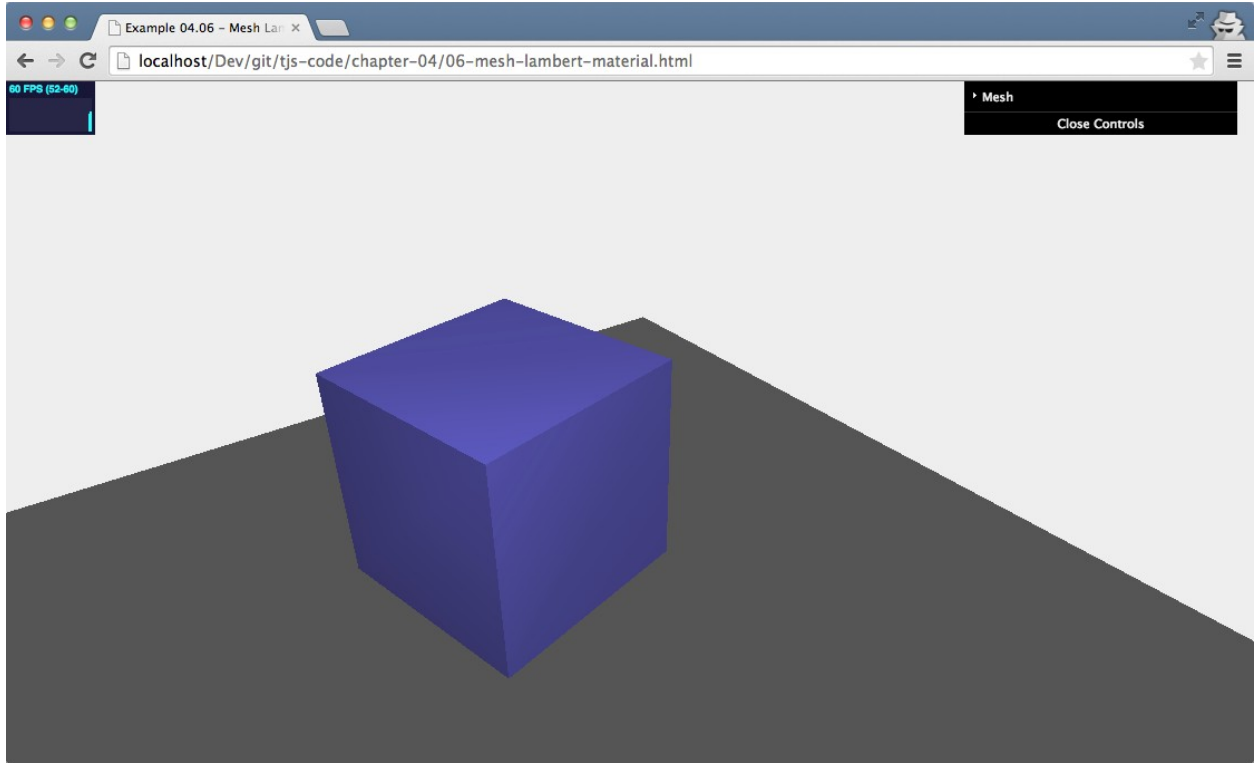


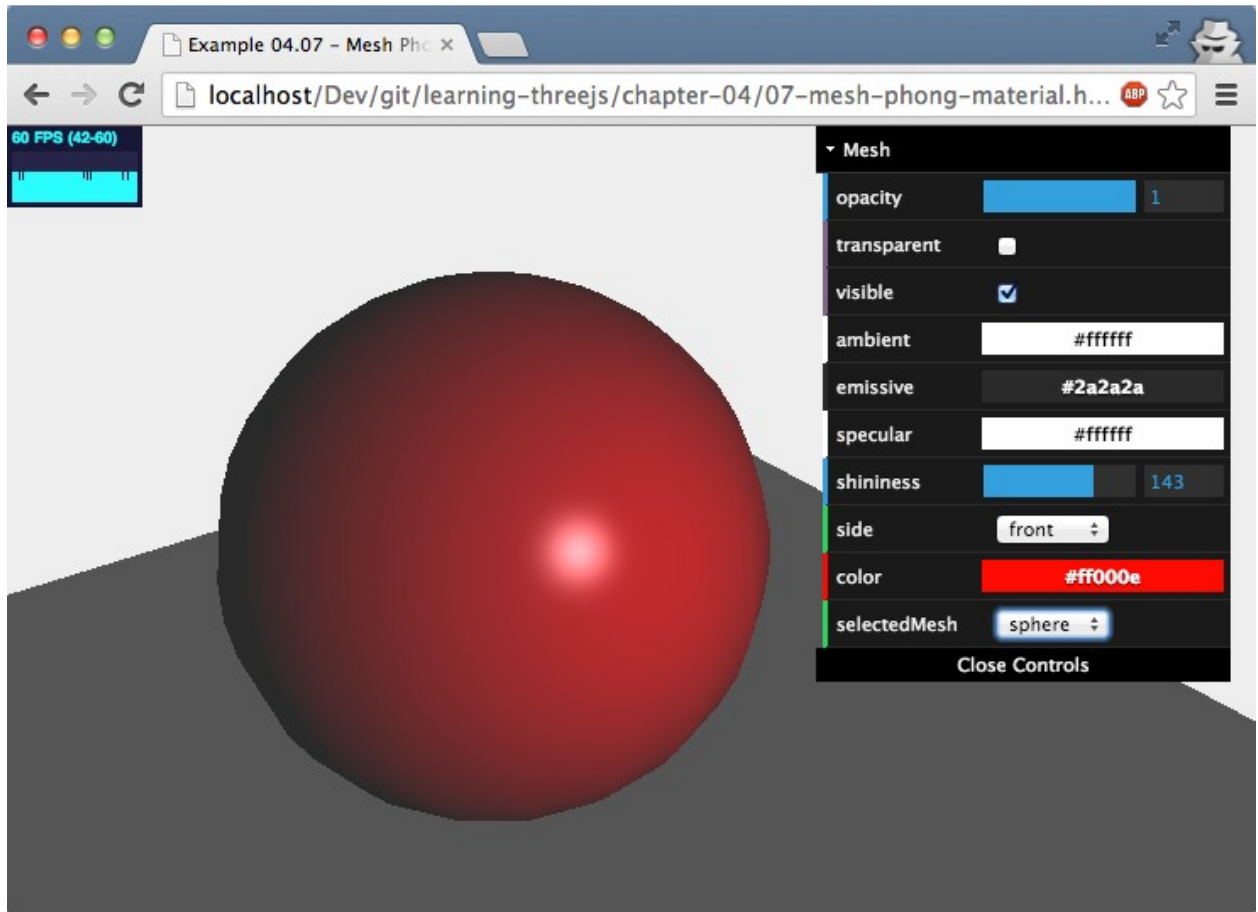


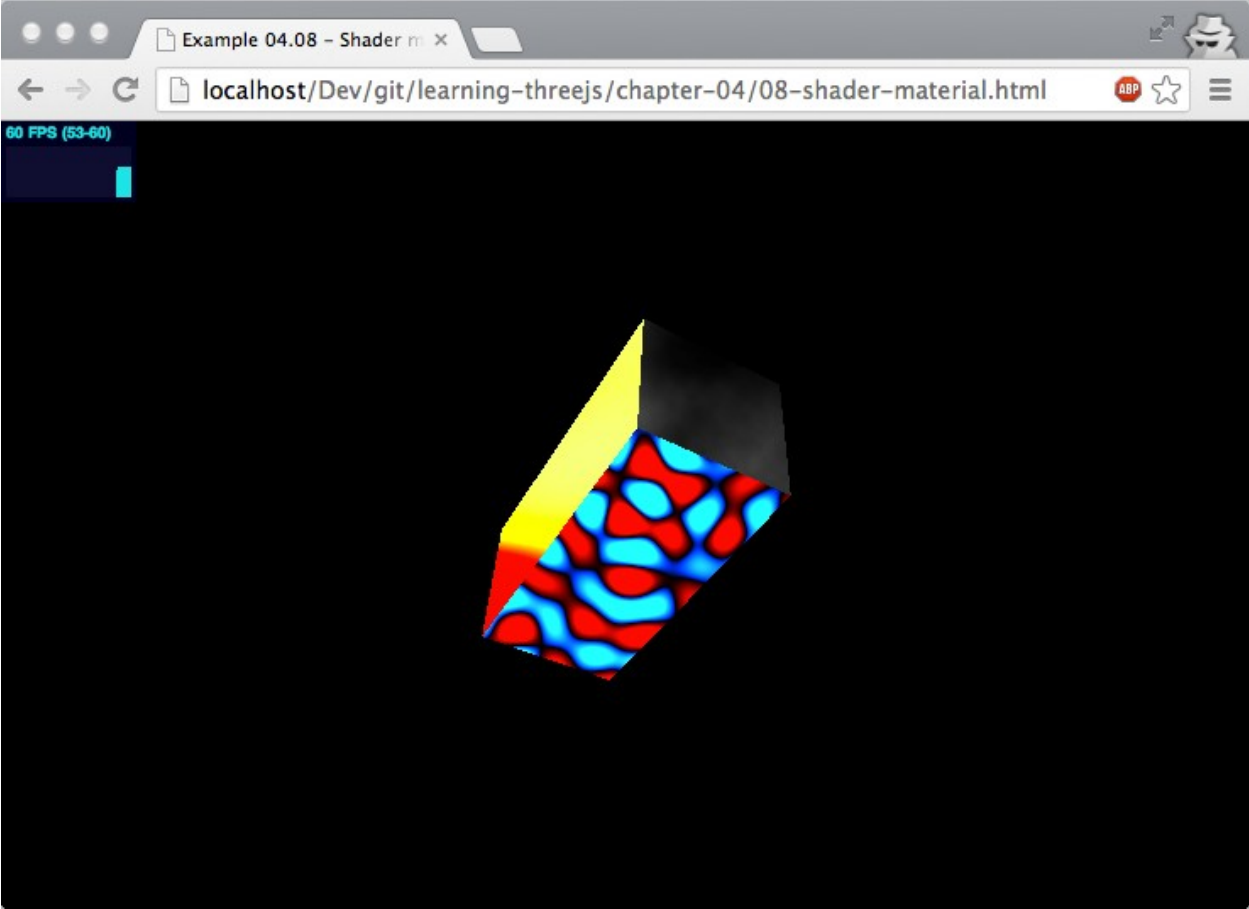








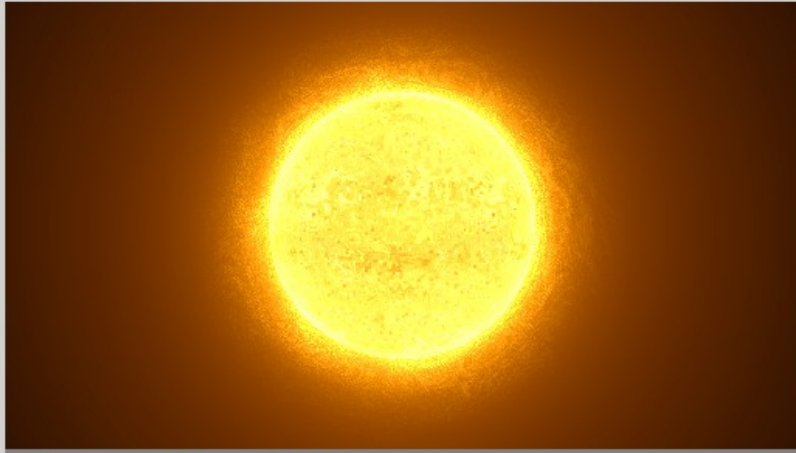




Main Sequence Star

https://www.shadertoy.com/view/4dXGR4

Shadertoy Search... Browse New Shader Sign In



Main Sequence Star

5060 33 8

Uploaded by flight404 in 12/3/2013

Tags: 3dnoise, perlin, star, corona

Inspired by trisomie21's 3d noise fireball, I made some tweaks and ended up with a star. EDIT: Fixed the negative sqrt issue as per iq's suggestion.

24.98 59.9 fps

Shader Inputs

```

uniform vec3   iResolution;    // viewport resolution (in pixels)
uniform float  iGlobalTime;    // shader playback time (in seconds)
uniform float  iChannelTime[4]; // channel playback time (in seconds)
uniform vec3   iChannelResolution[4]; // channel resolution (in pixels)
uniform float  iMouse;         // mouse pixel coords: xy: current (if M

```

Channel0

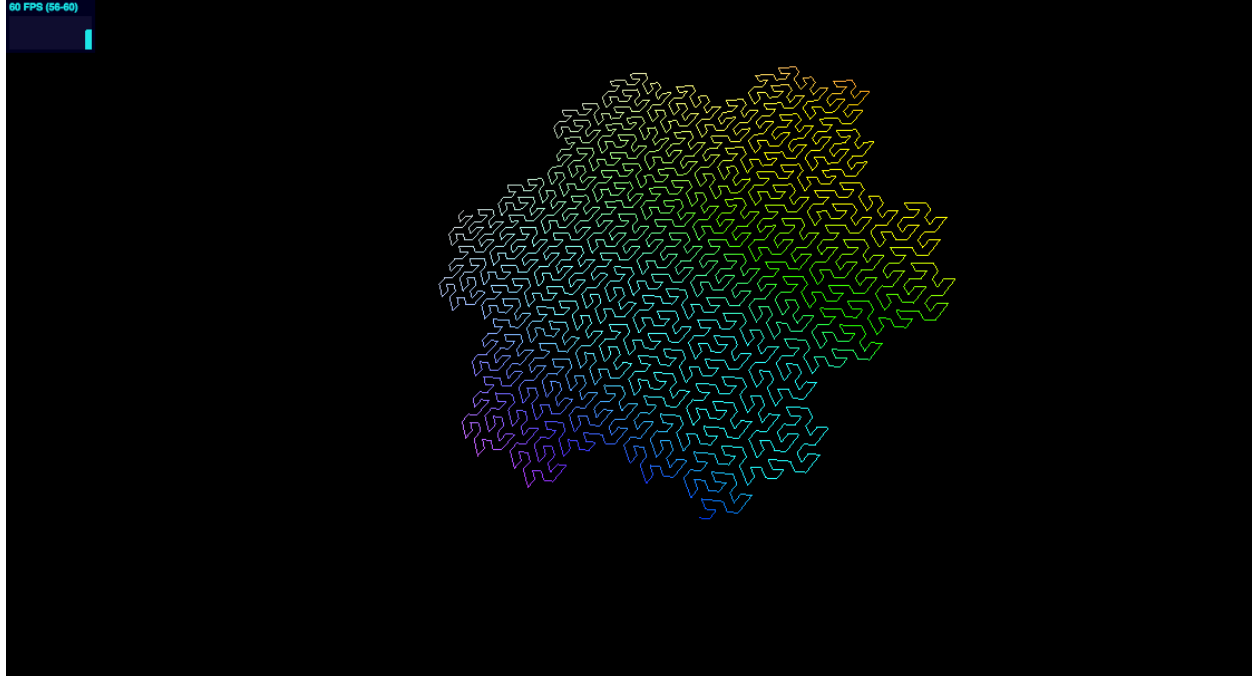
by Beautypi

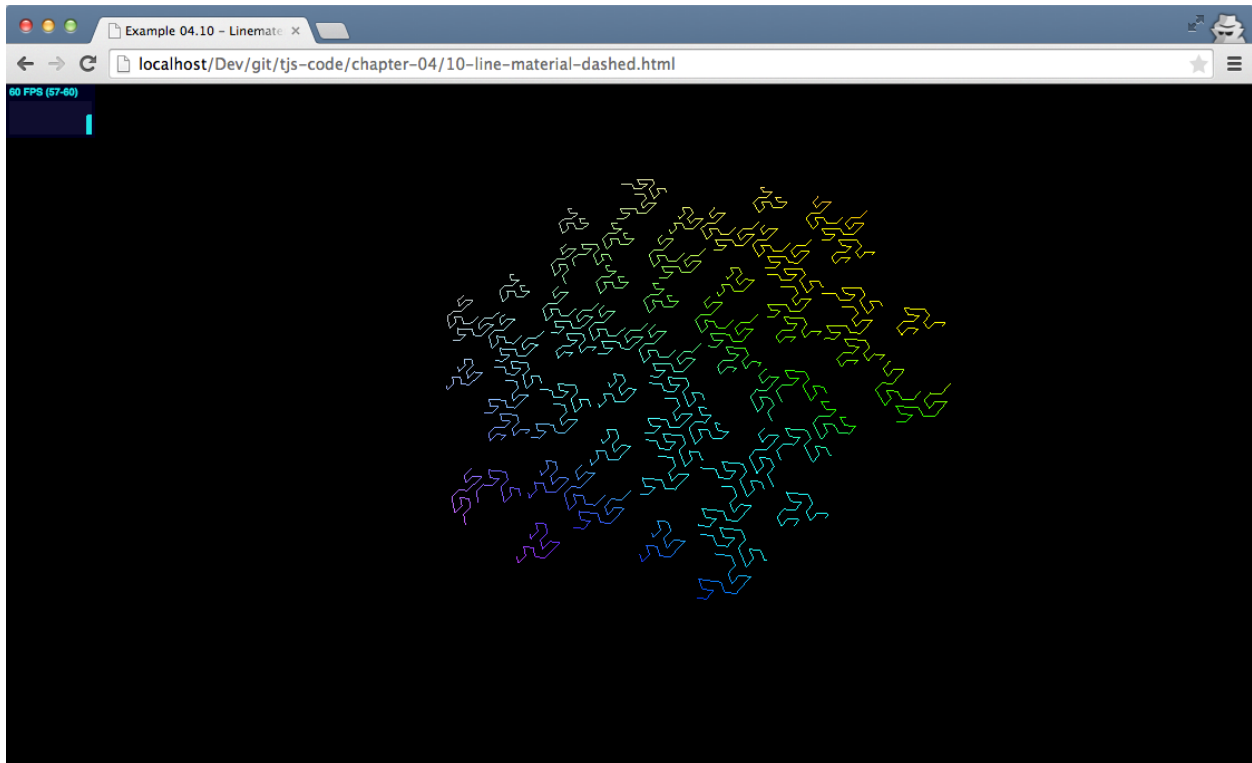
About Guidelines Send Feedback Terms & Privacy

Example 04.09 - Linemate

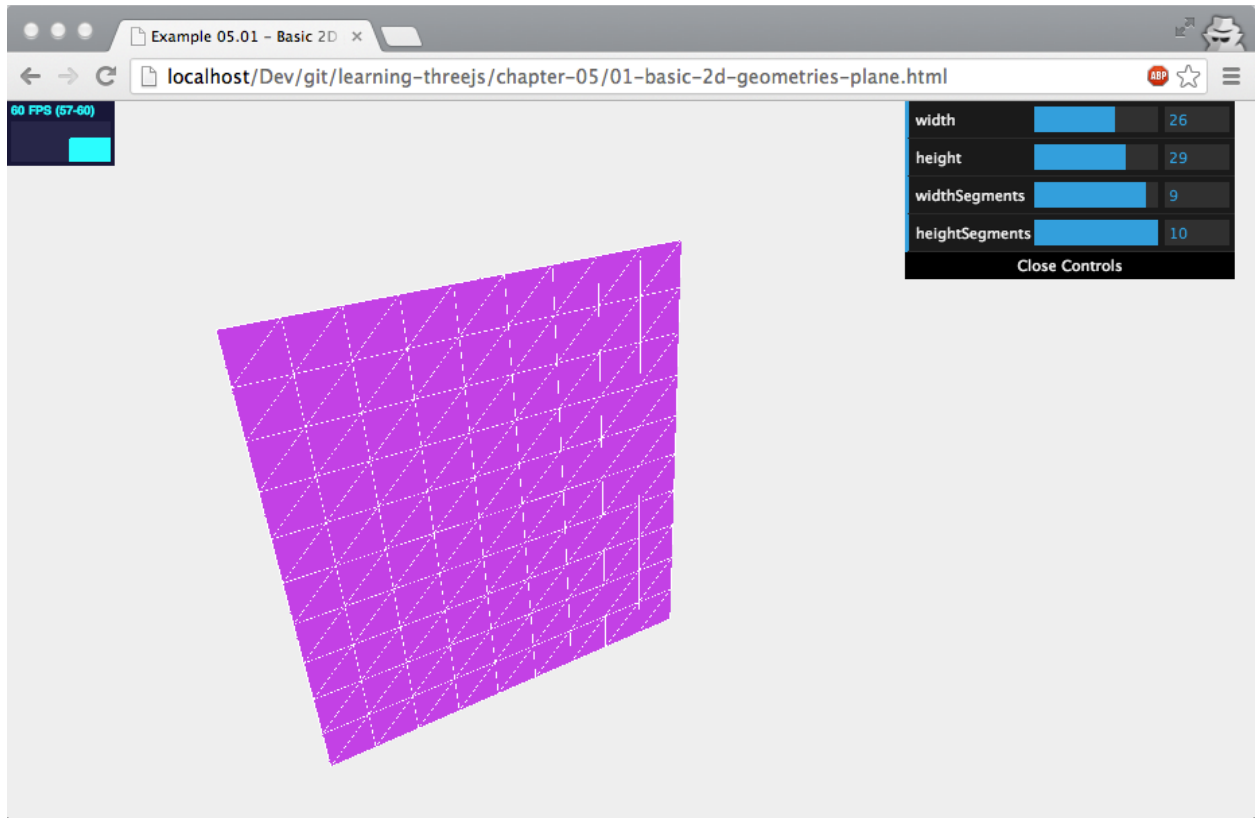
localhost/Dev/git/tjs-code/chapter-04/09-line-material.html

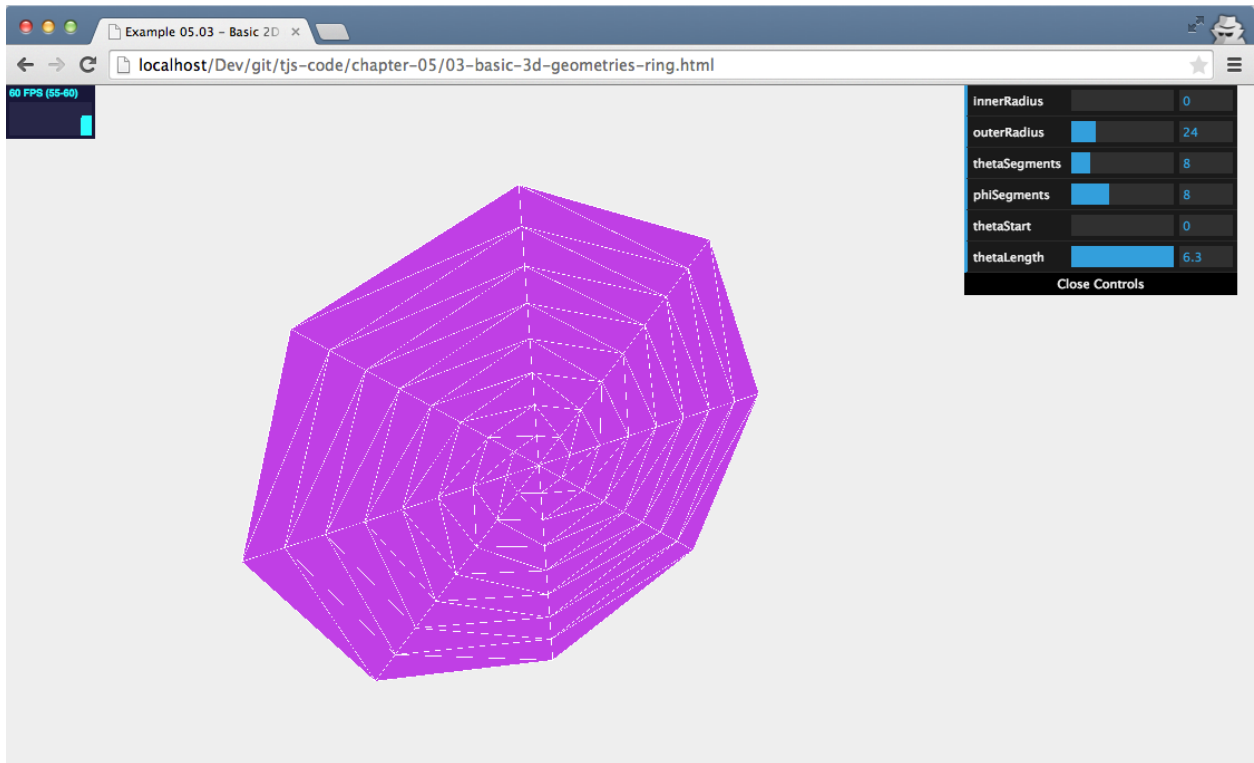
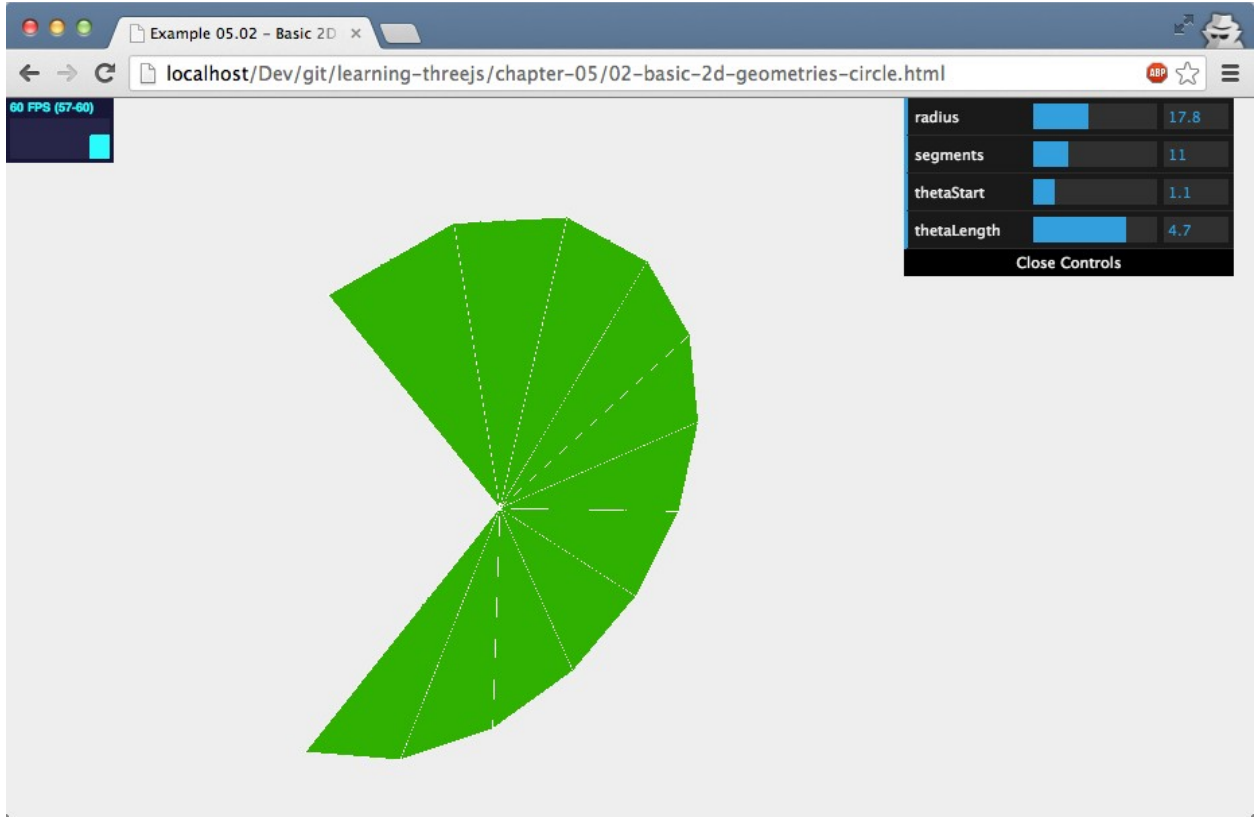
60 FPS (56-60)

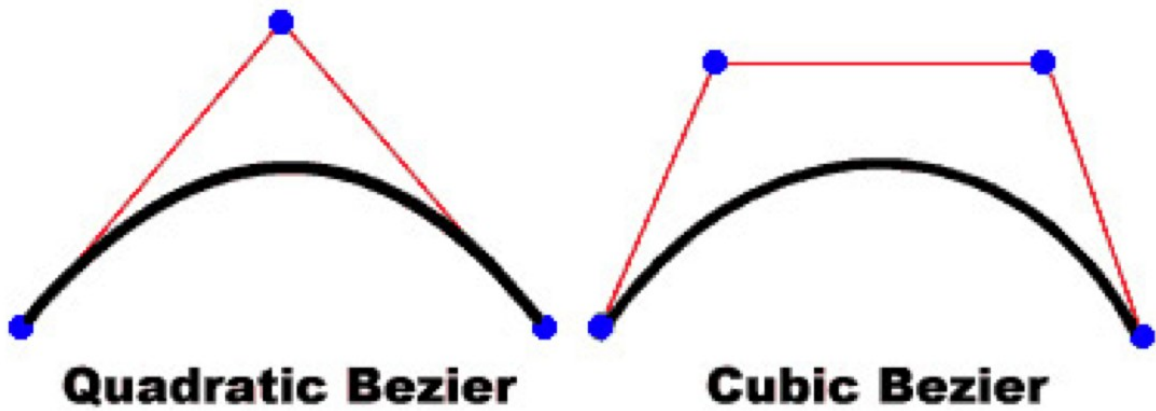
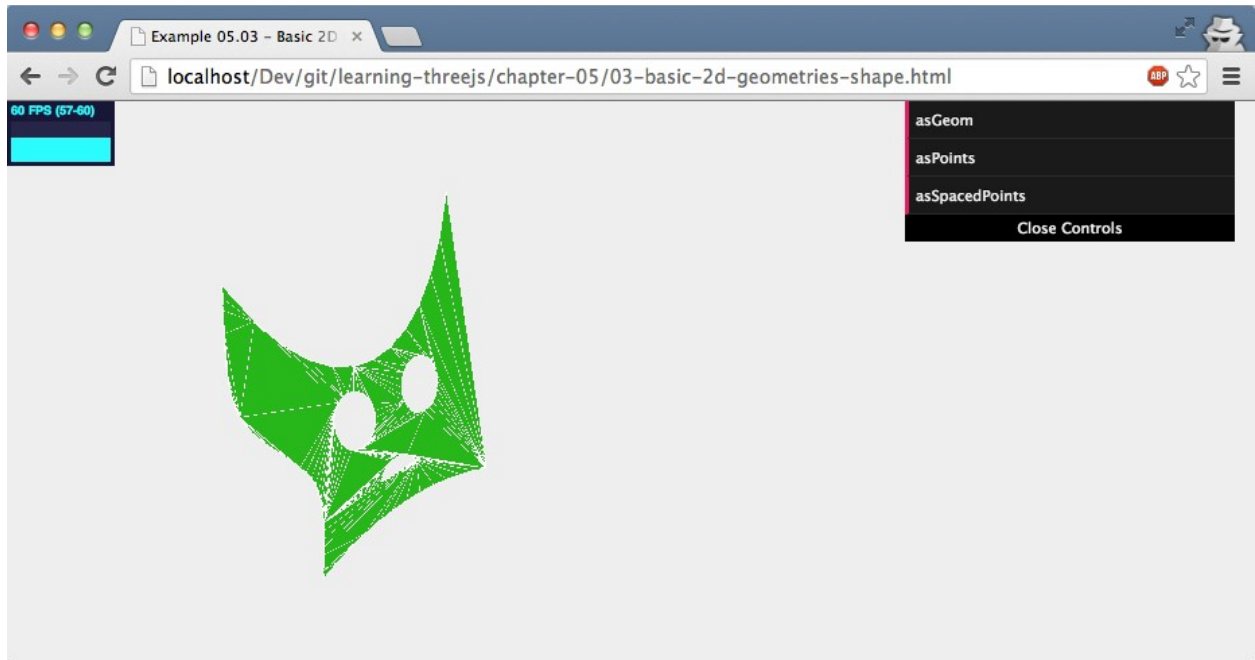


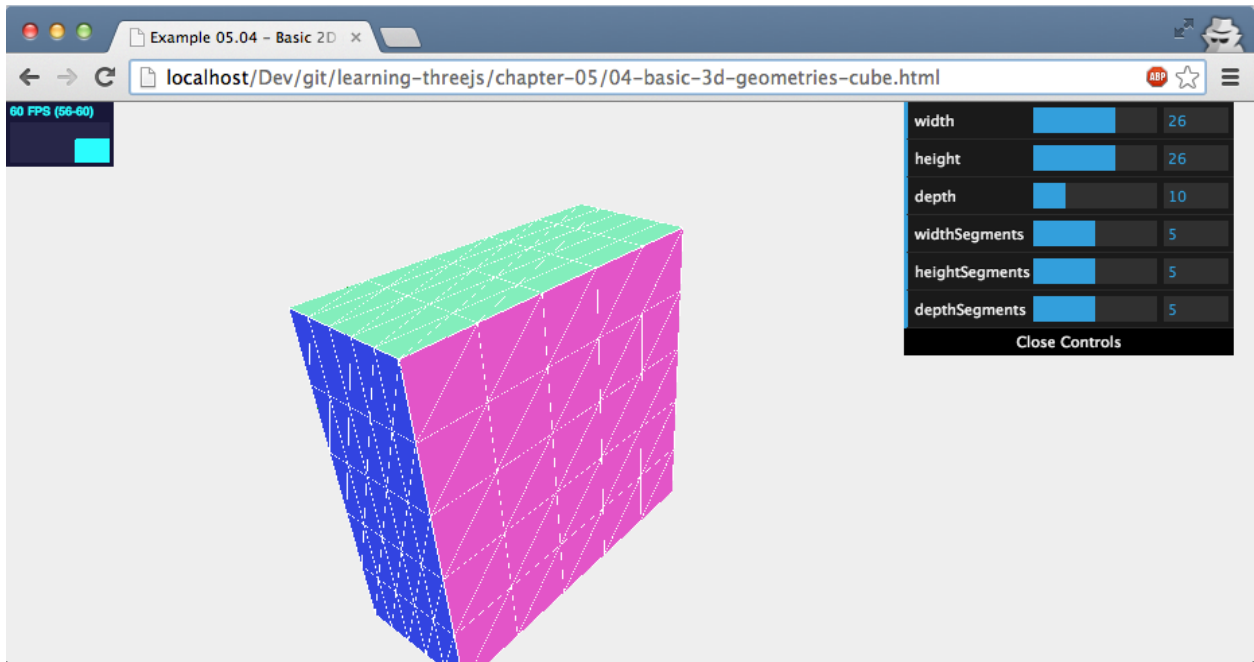
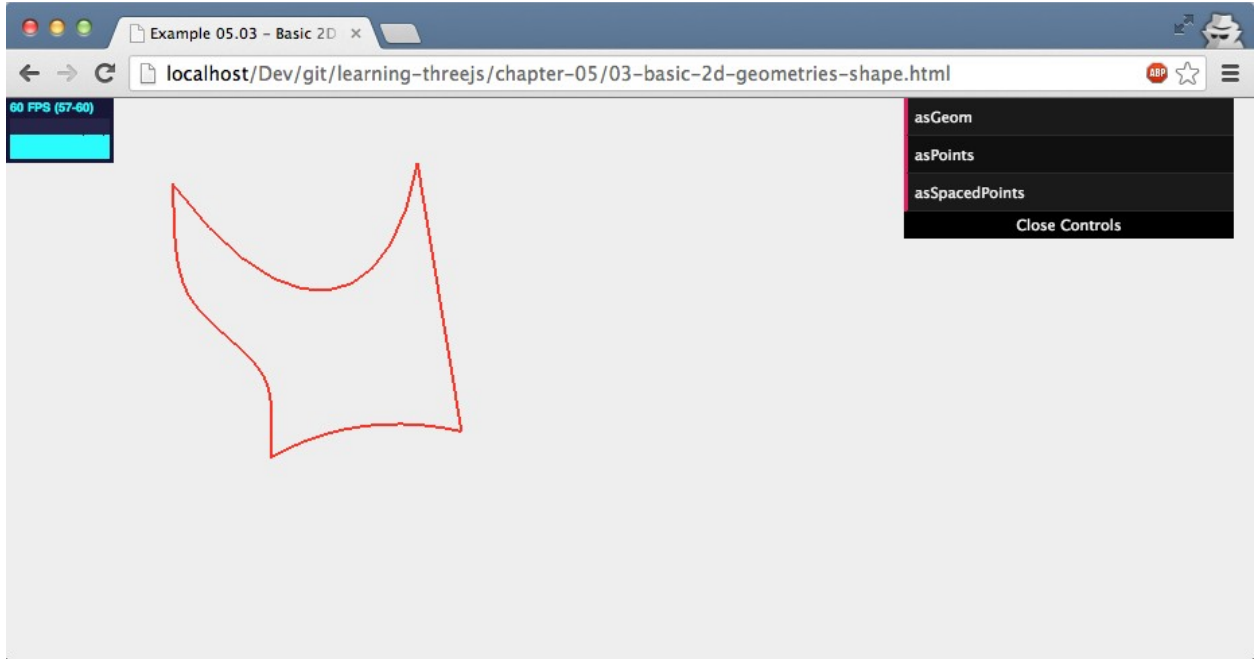


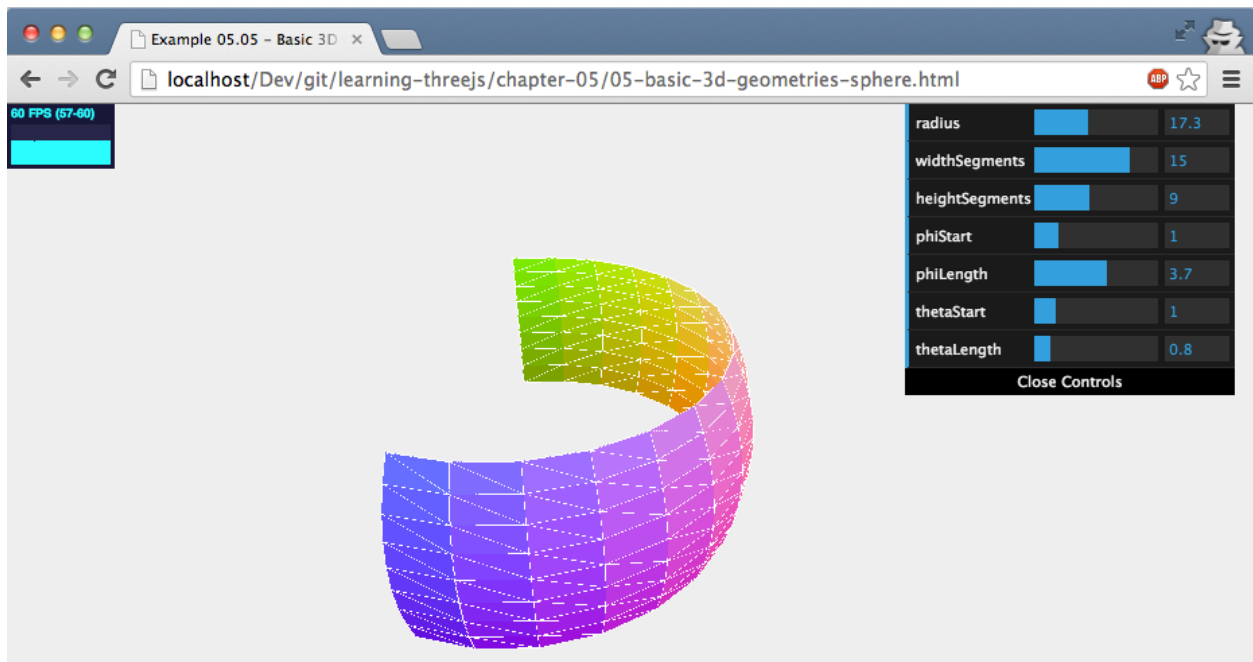
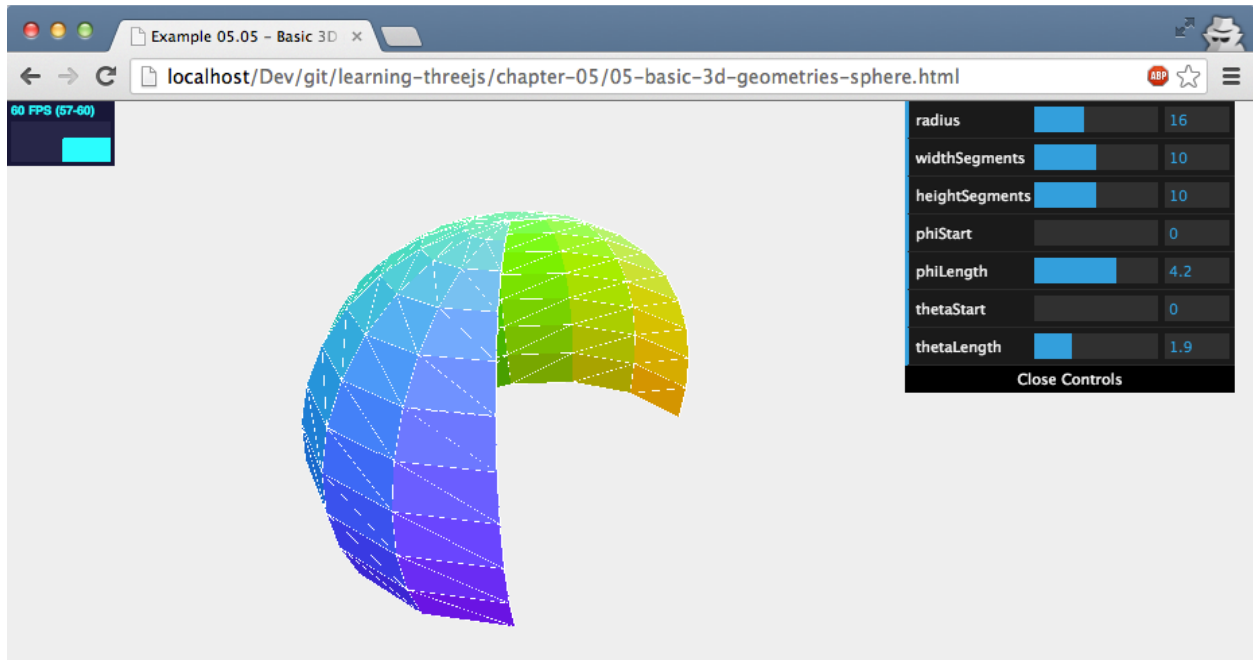
Chapter 5: Learning to Work with Geometries

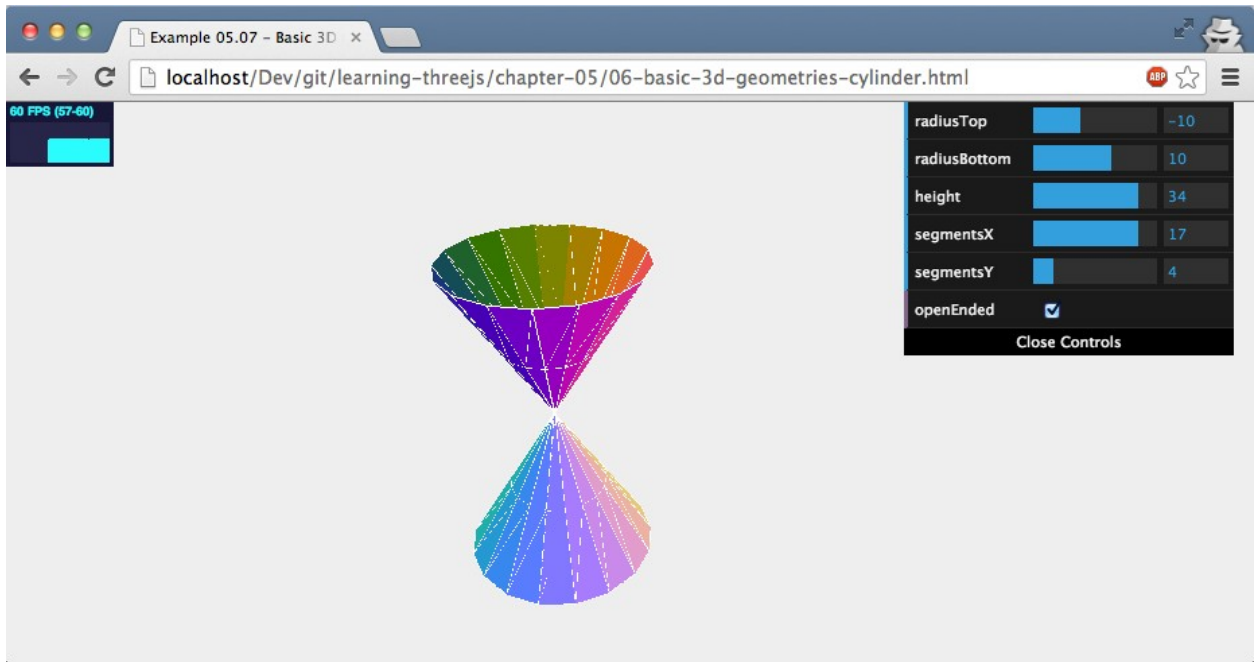
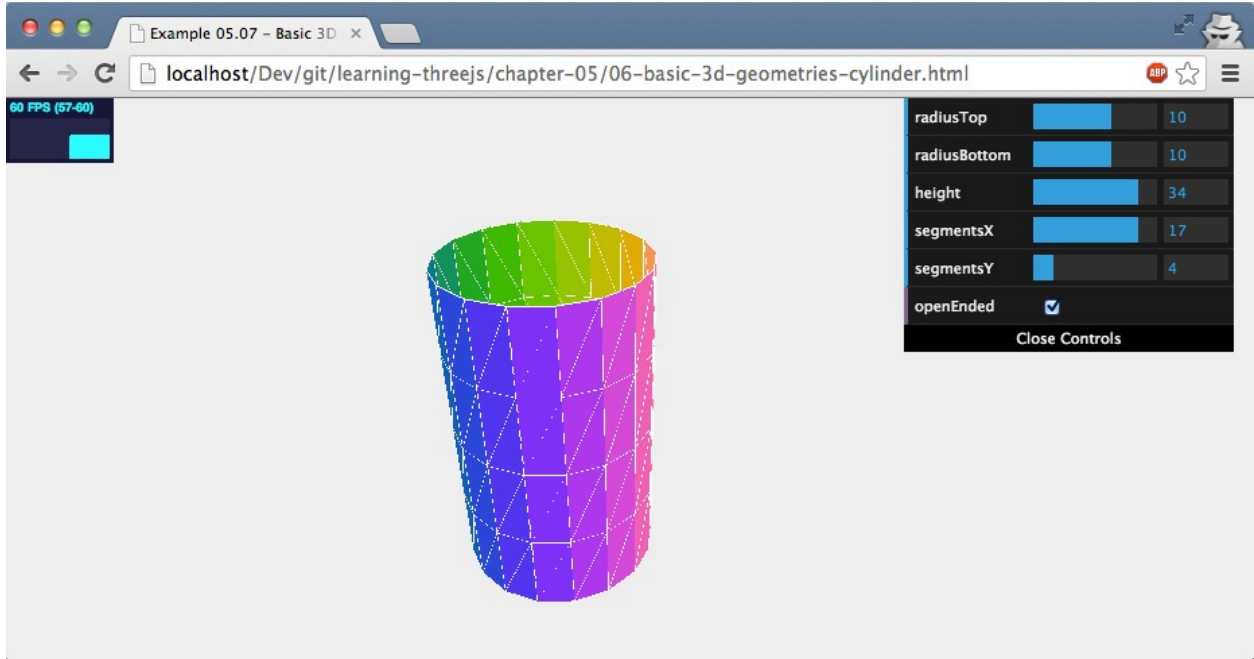


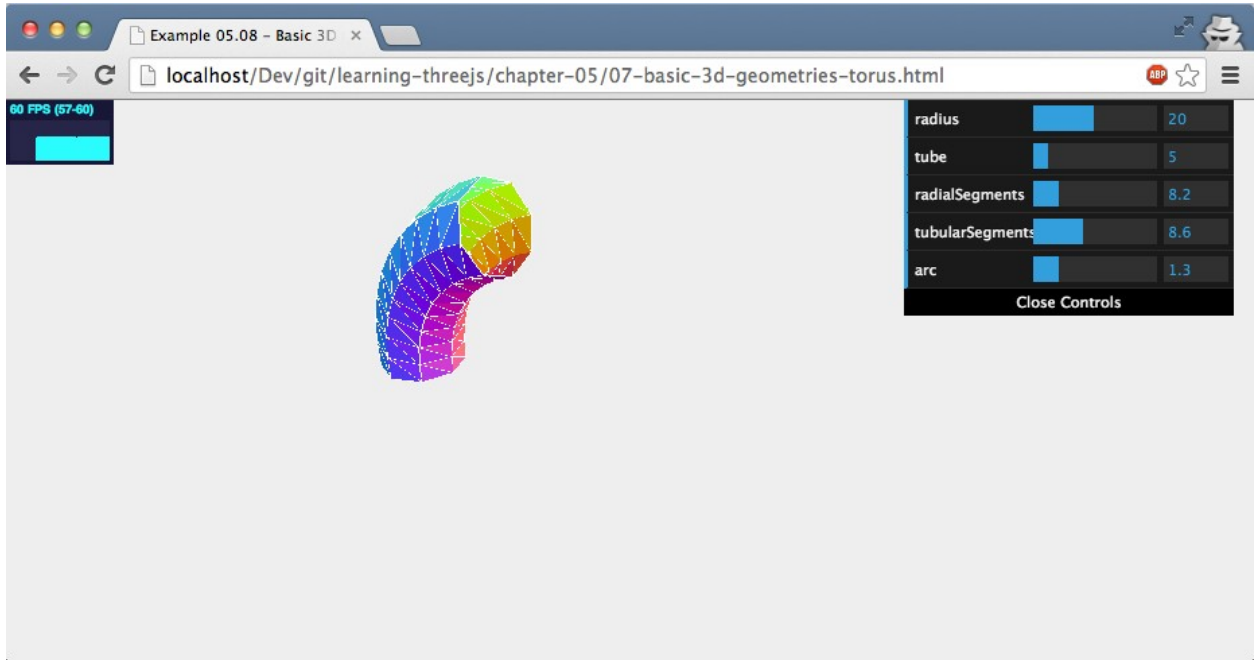
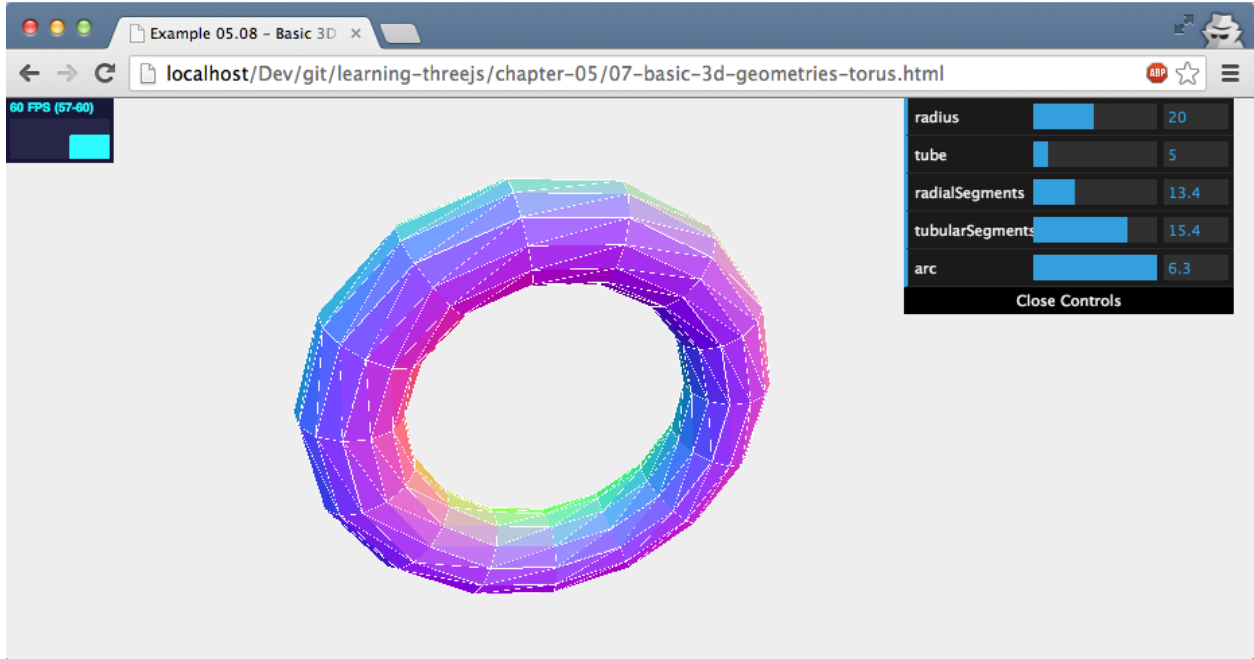


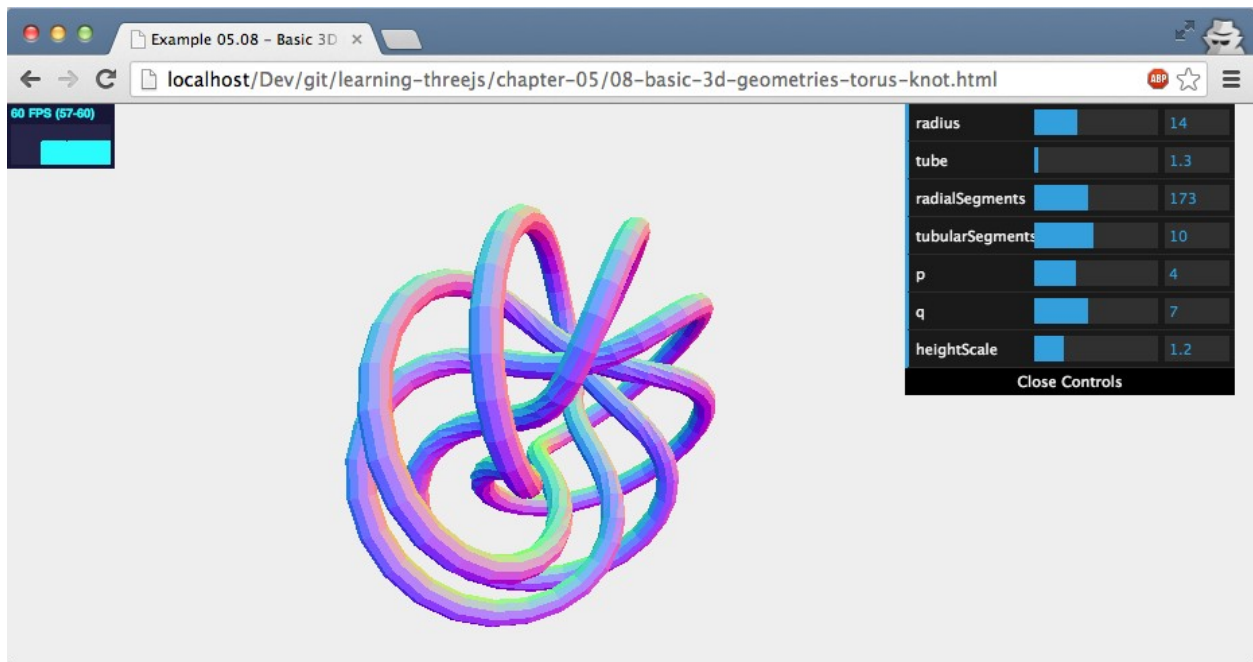
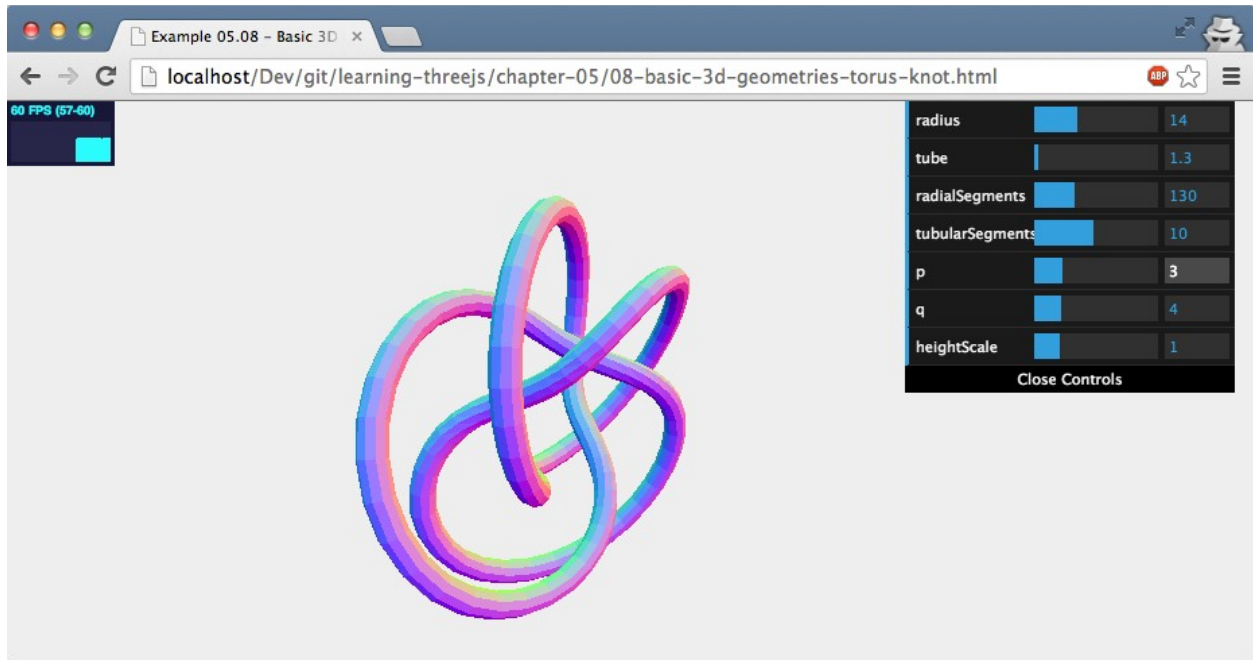


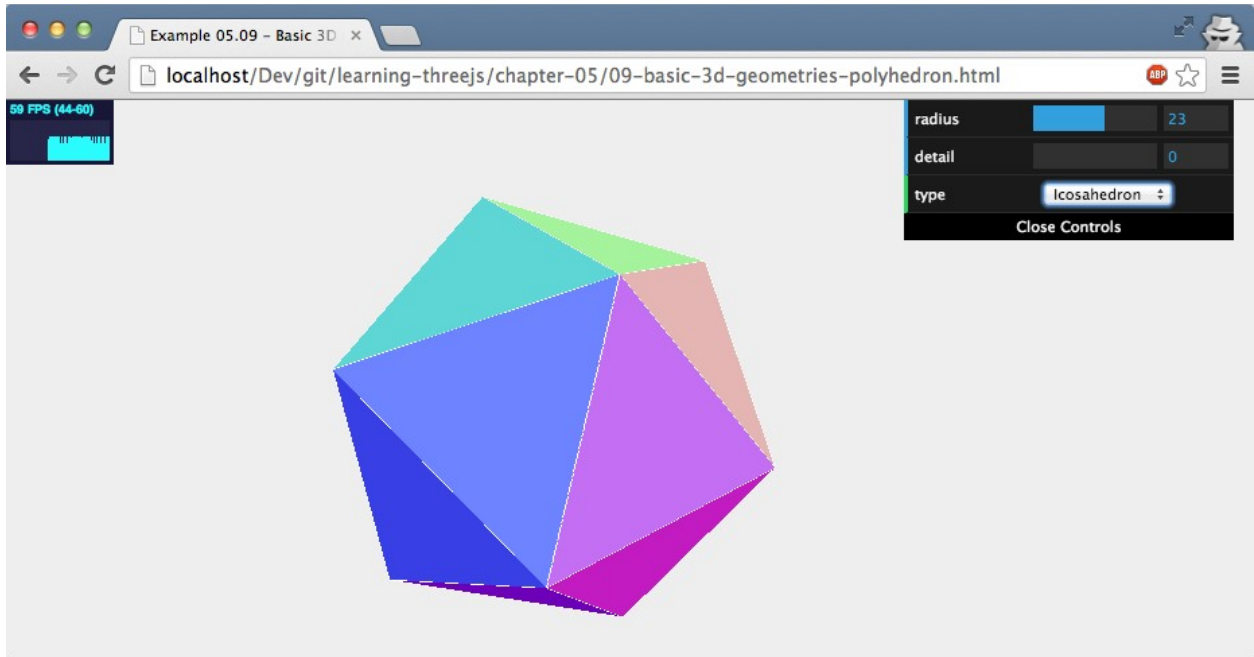
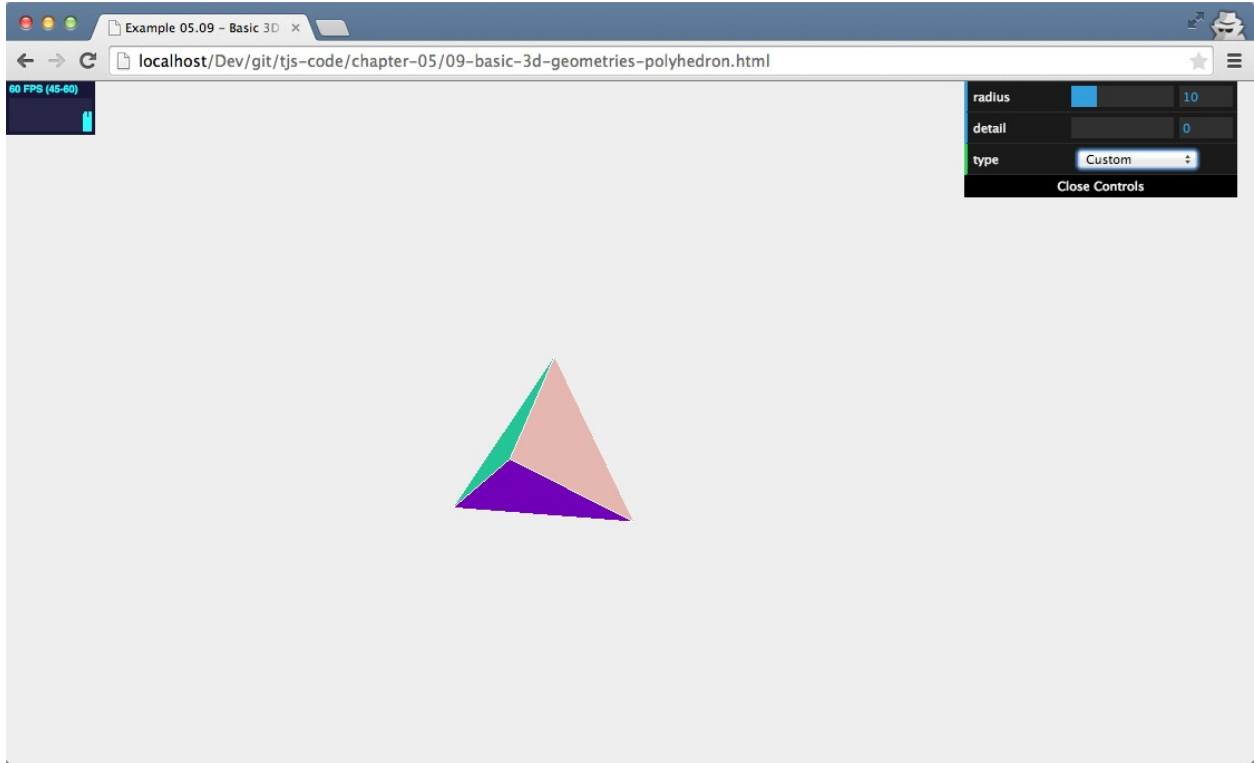


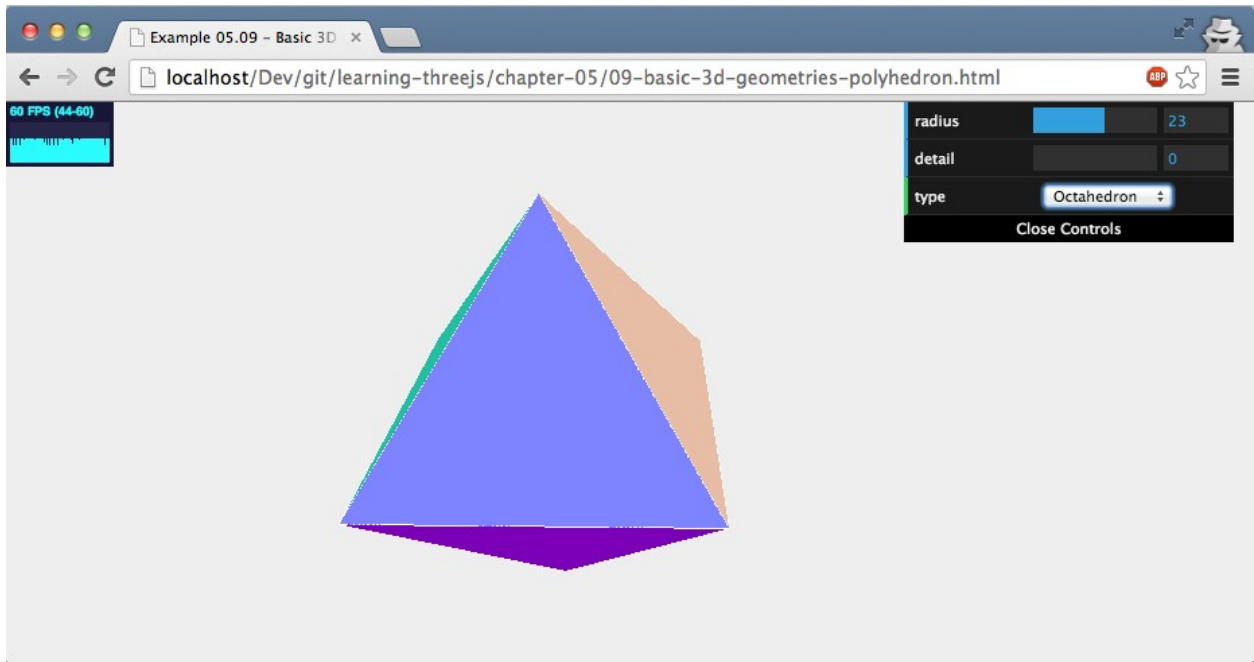
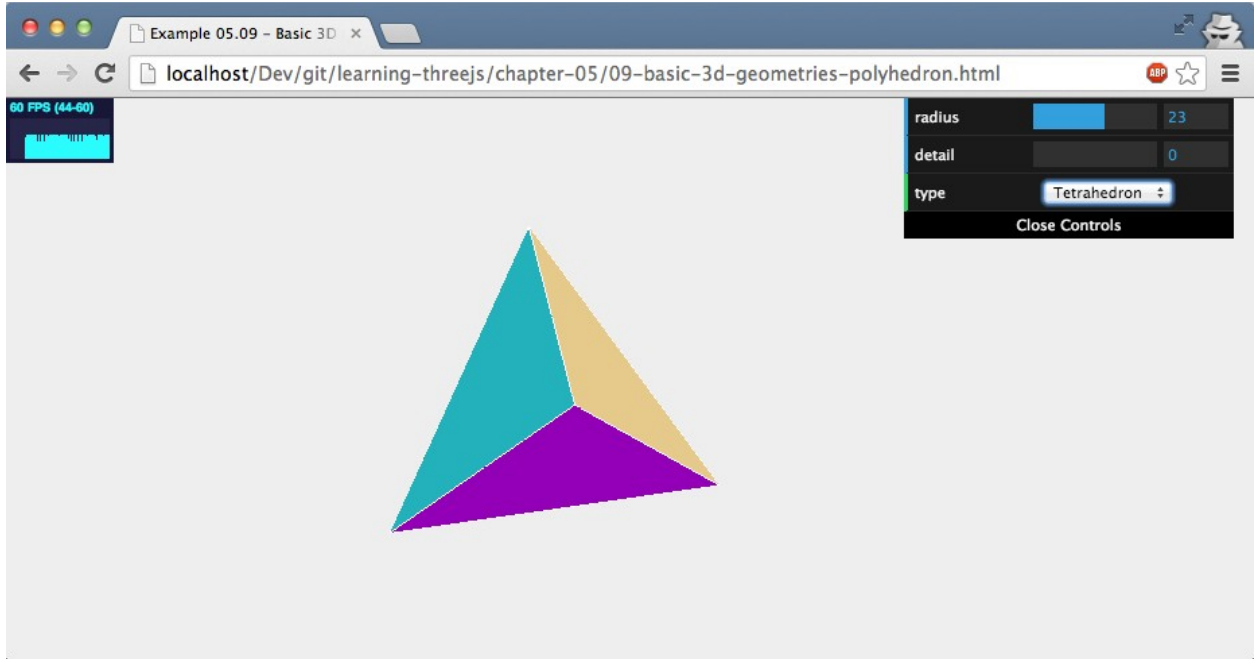


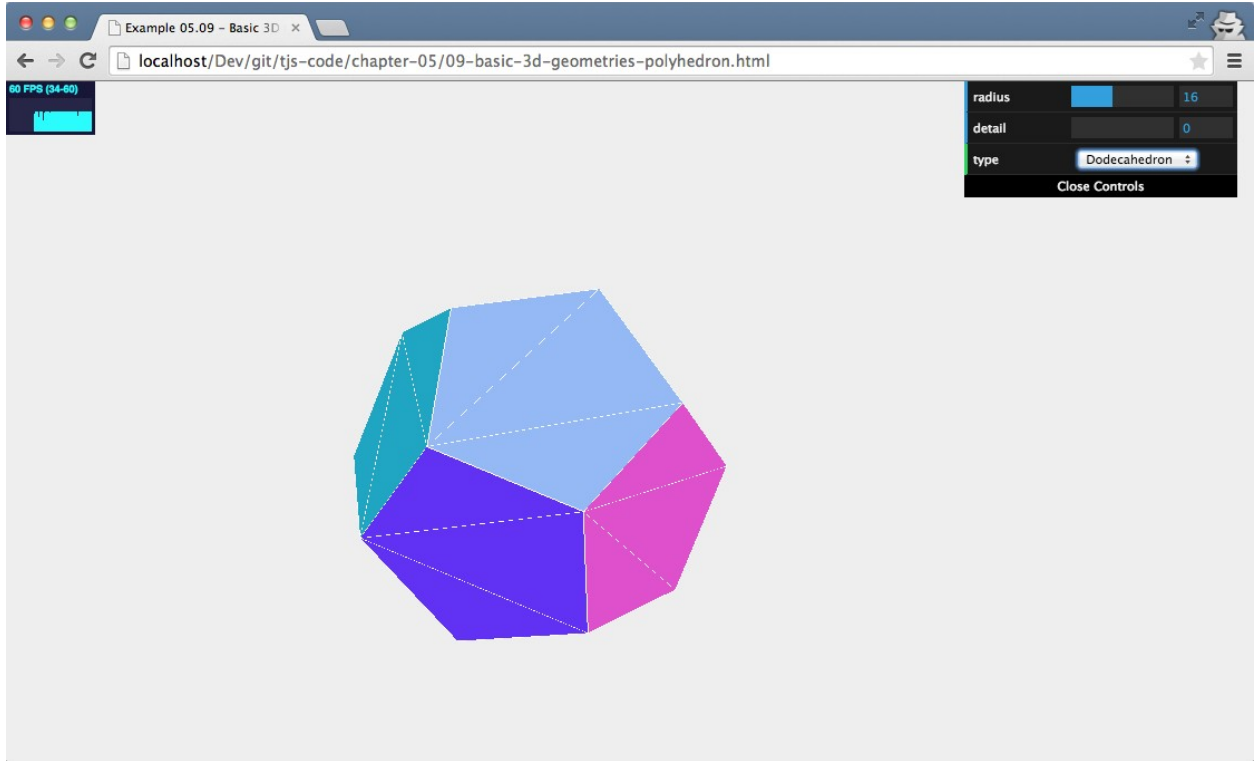




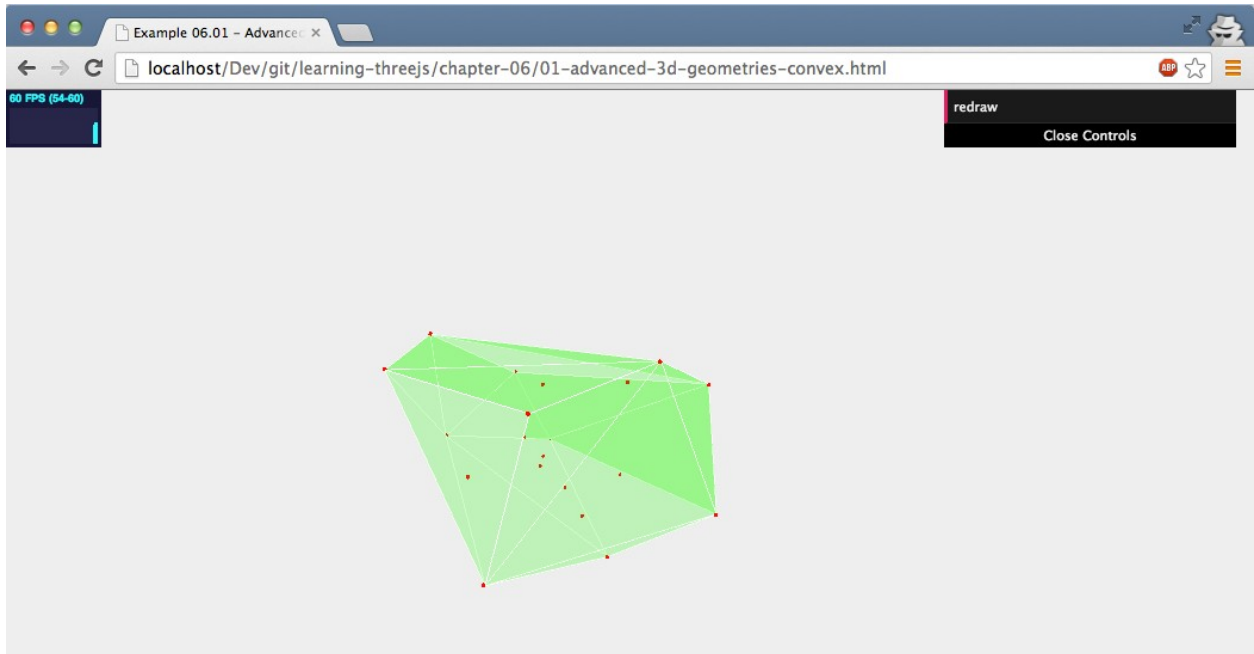


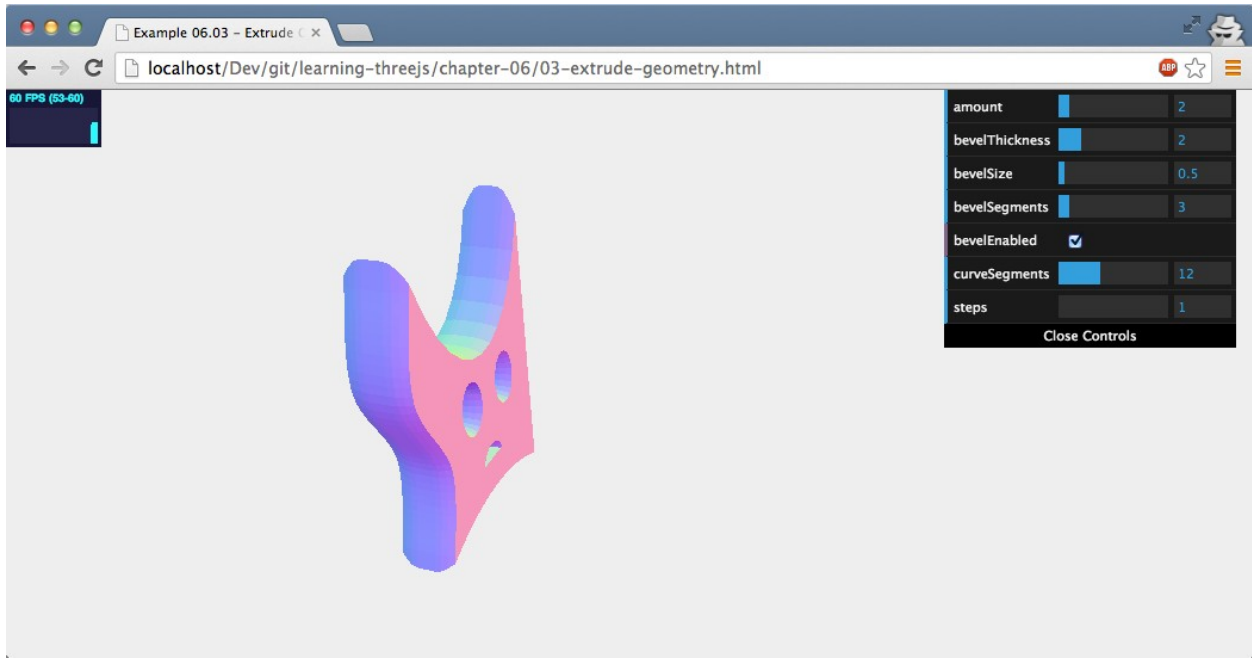
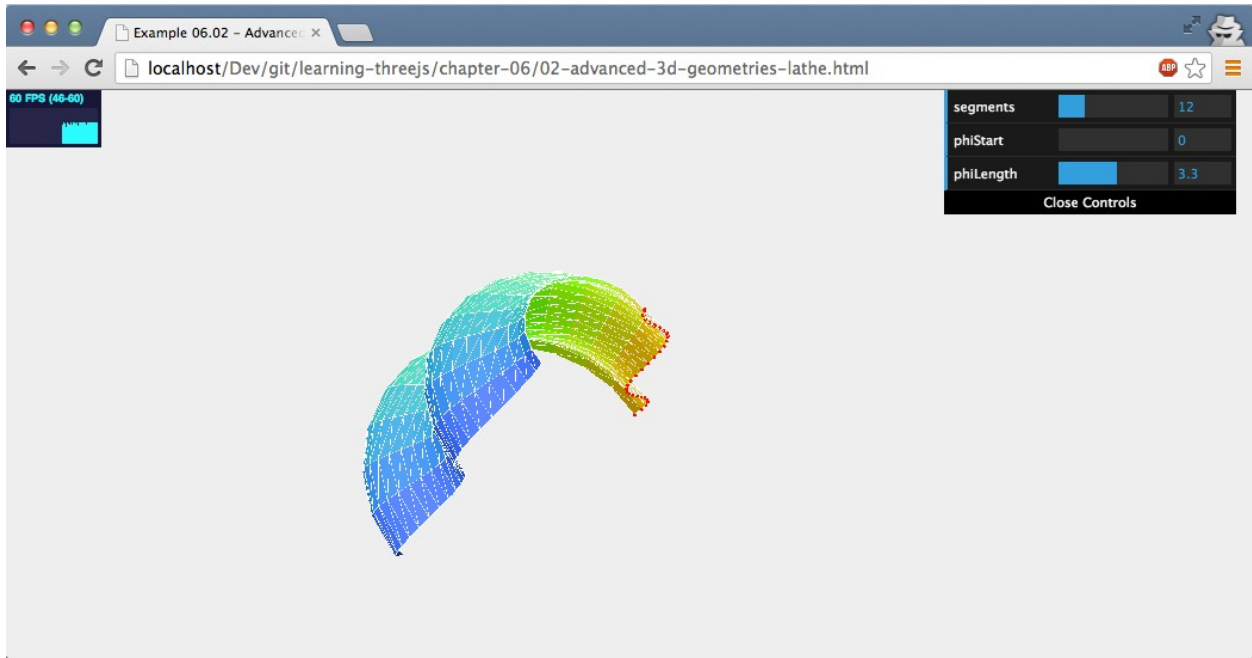


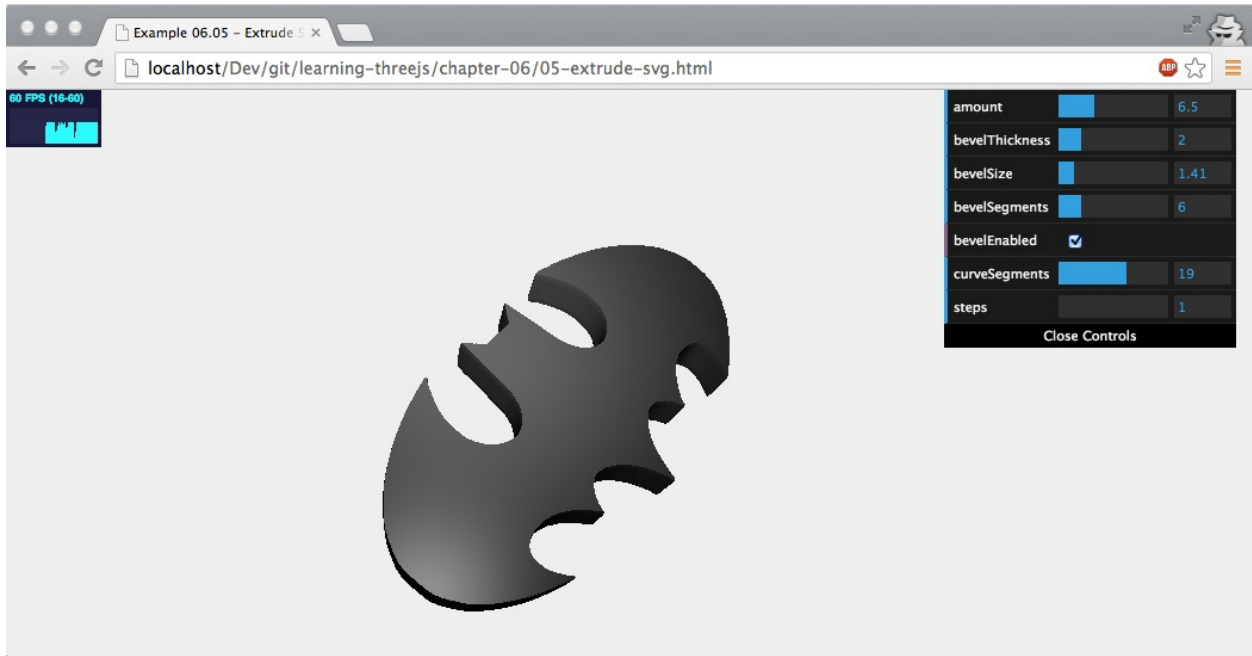


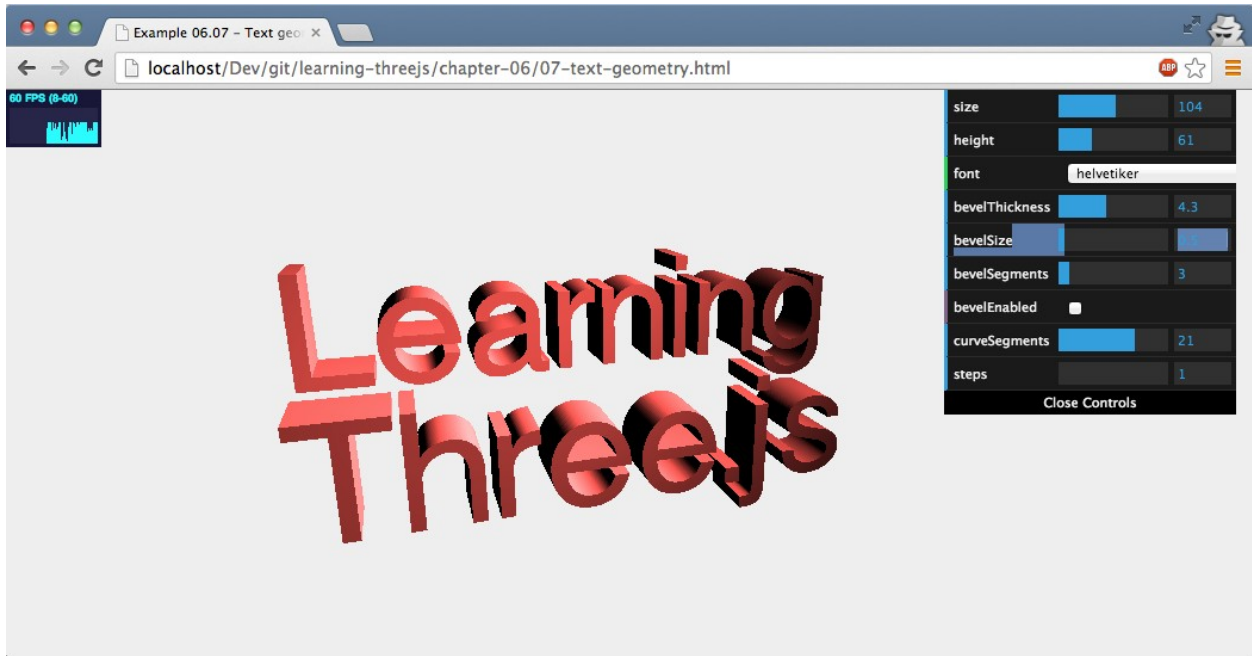
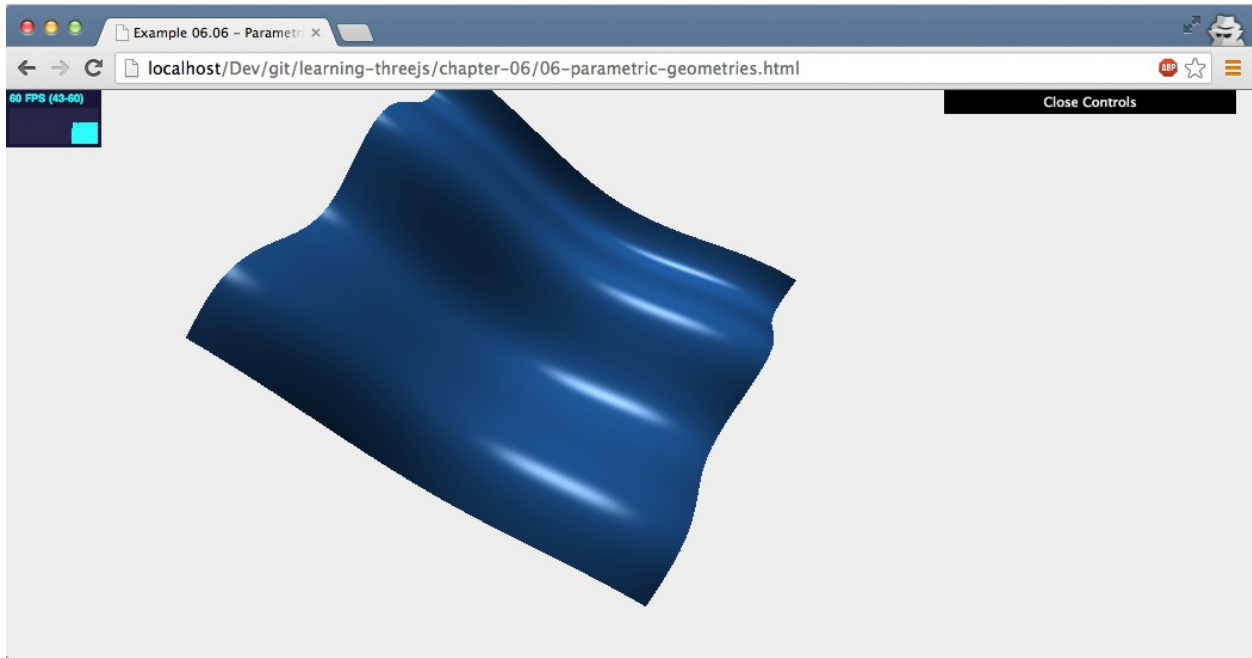


Chapter 6: Advanced Geometries and Binary Operations

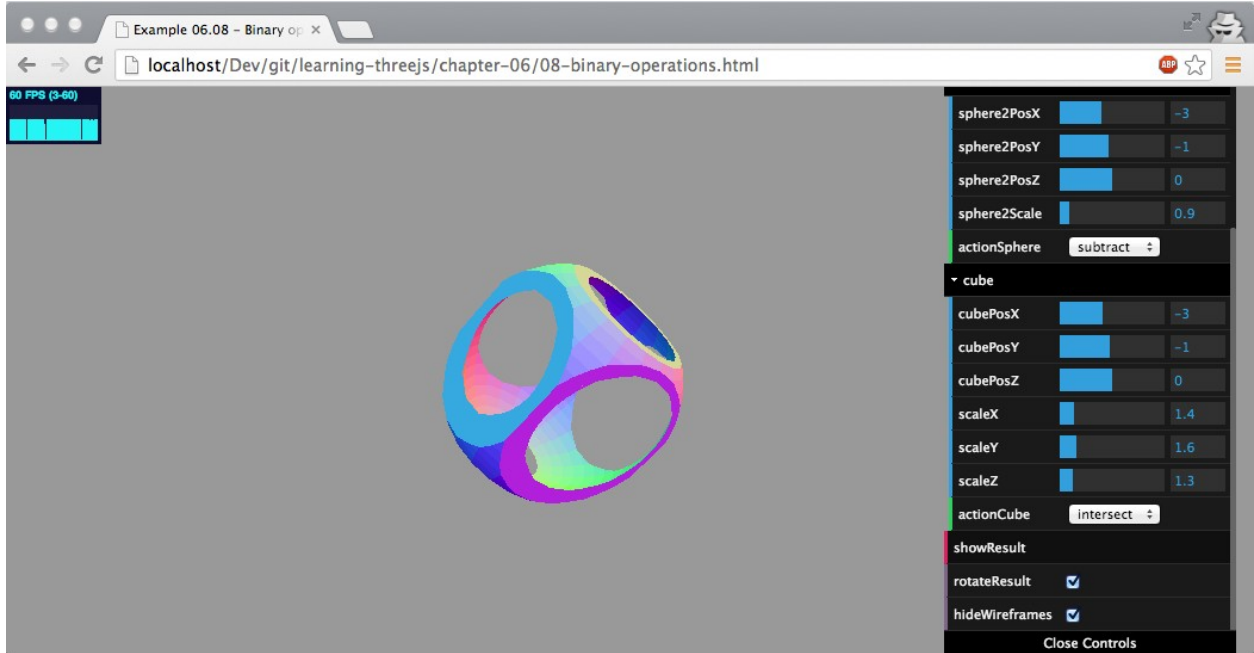


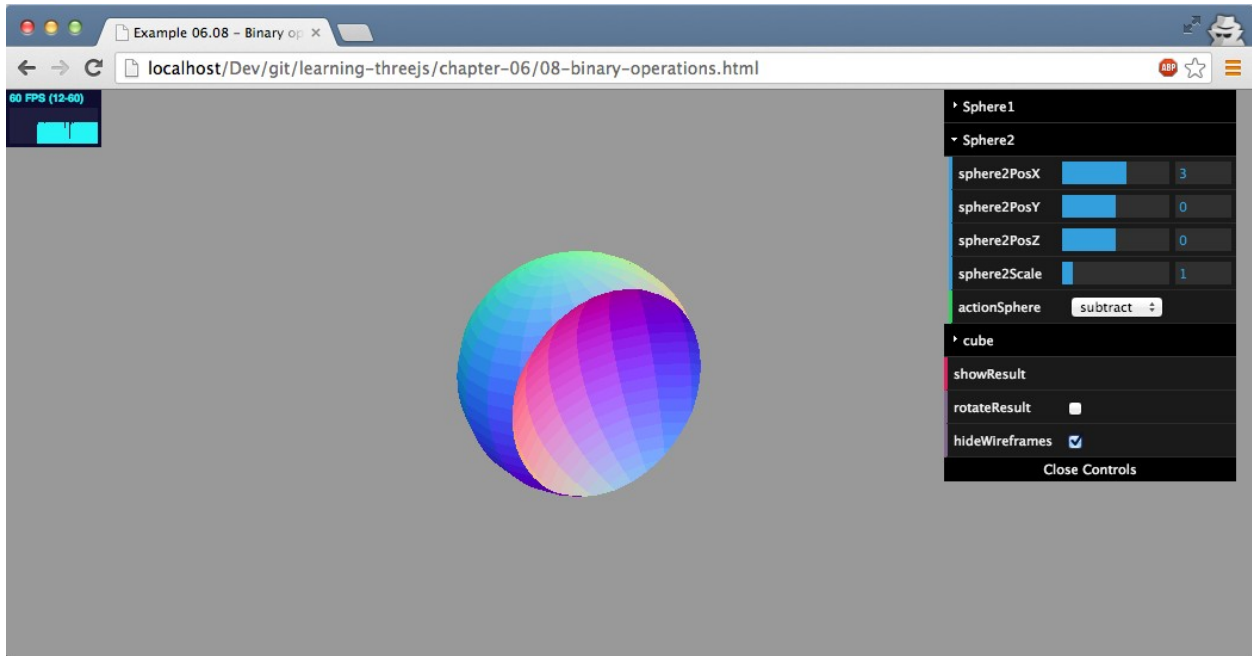
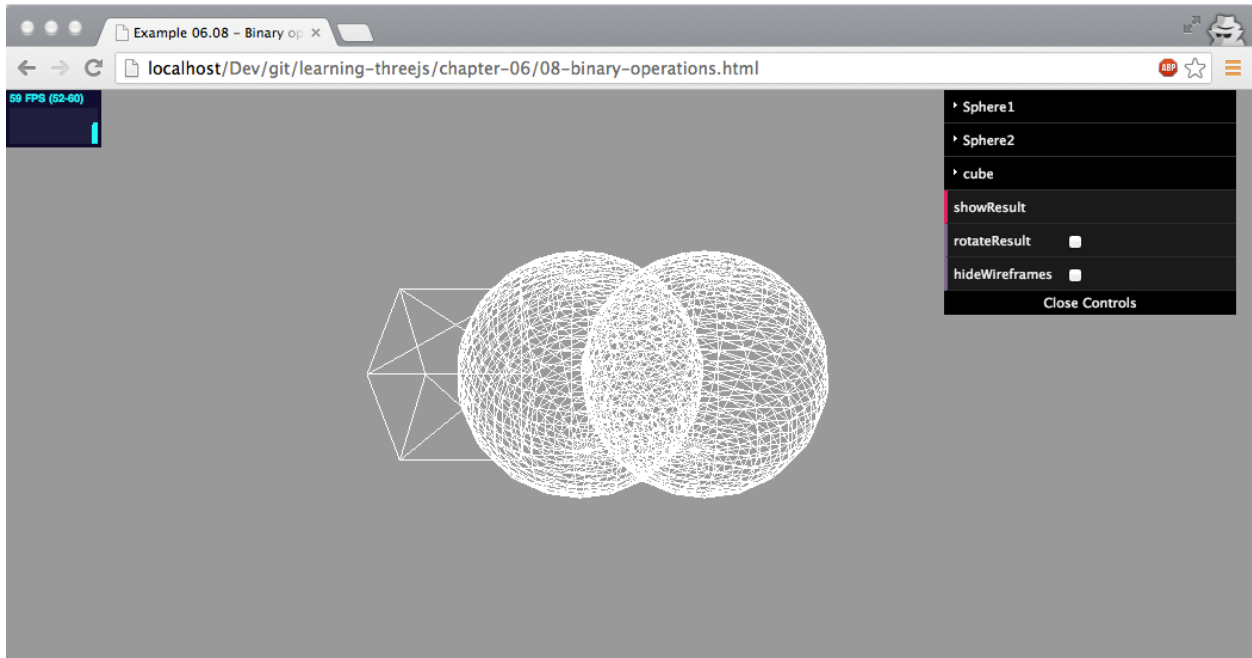


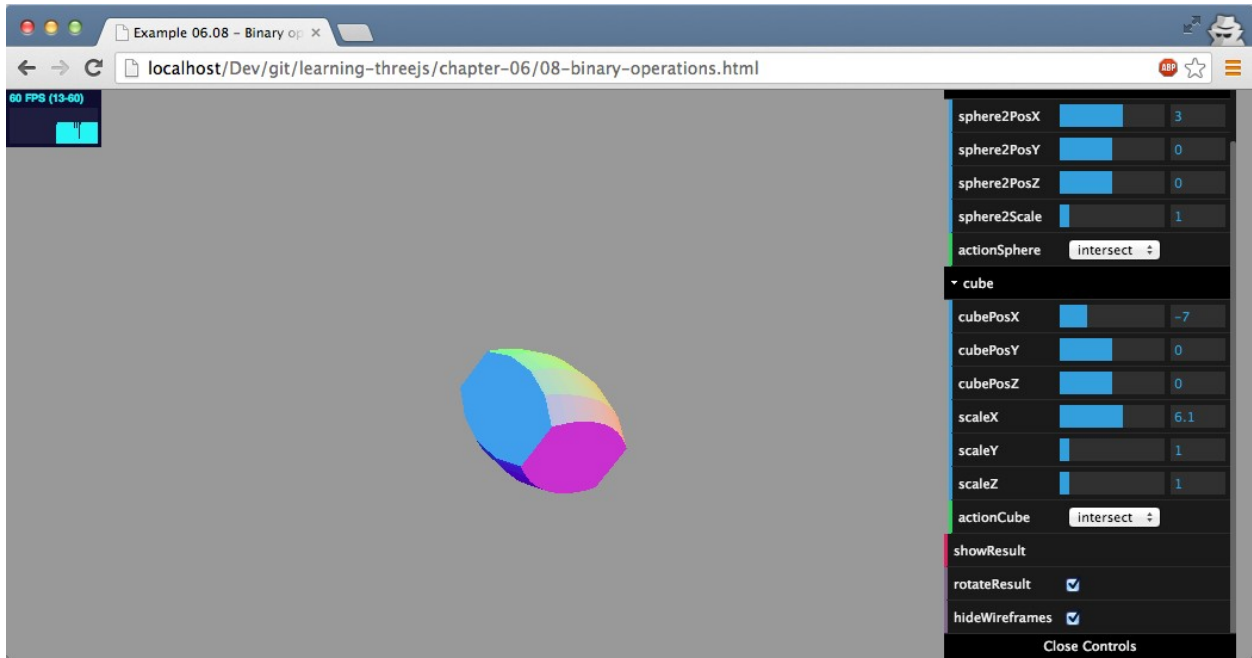
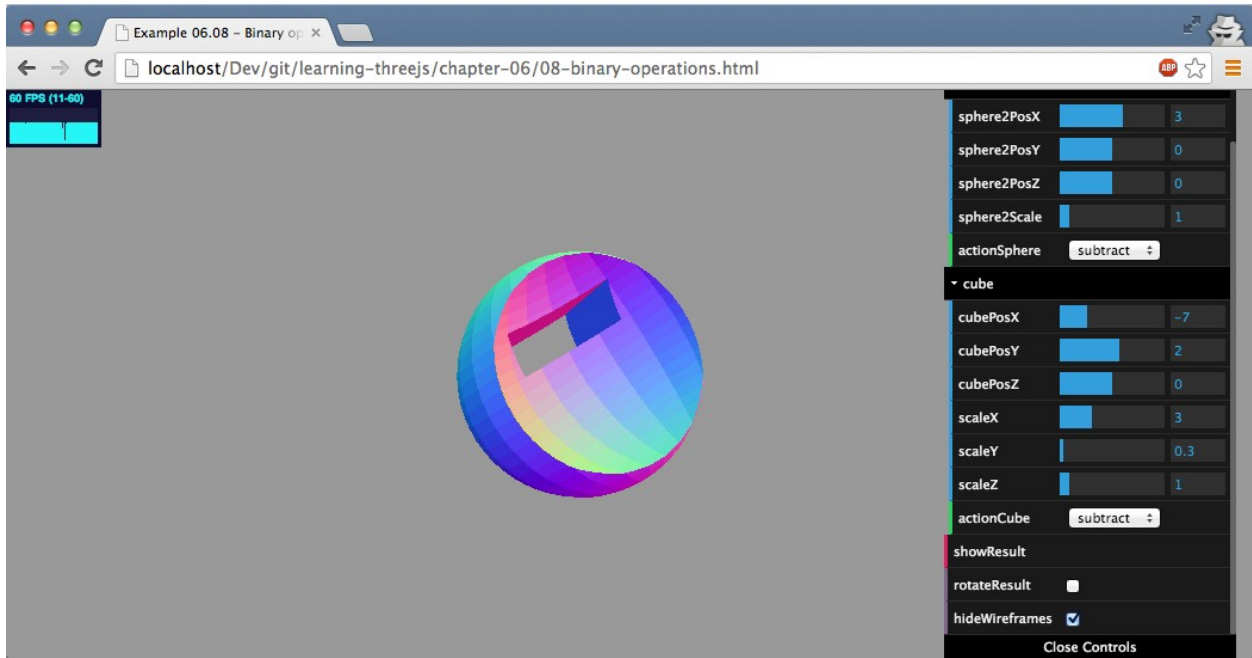


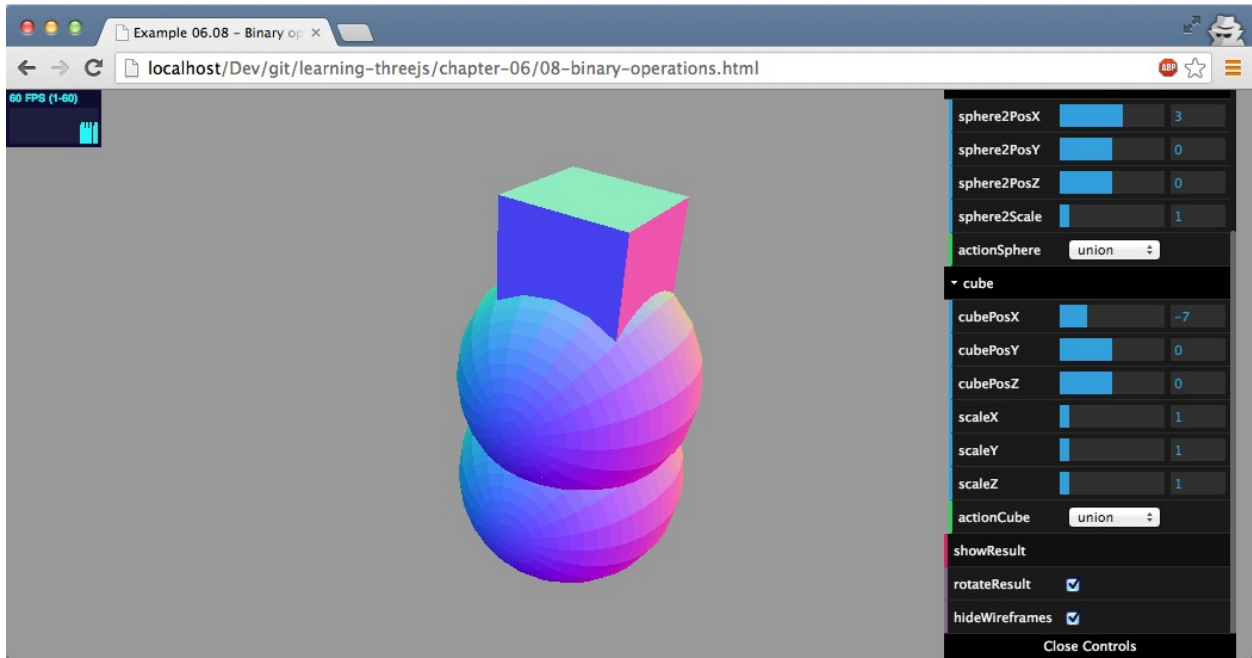
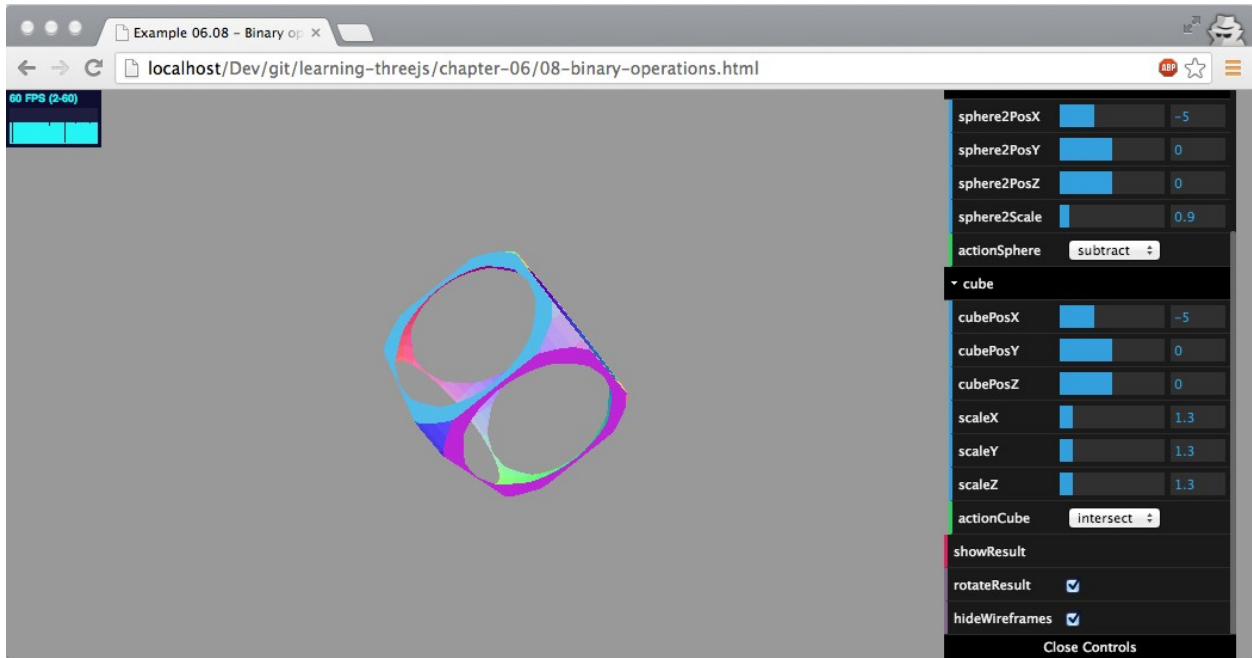


```
▼ Object ⓘ
  ▼ bitstream vera sans mono: Object
    ▶ normal: Object
    ▶ __proto__: Object
  ▼ helvetiker: Object
    ▶ bold: Object
    ▶ normal: Object
    ▶ __proto__: Object
  ▶ __proto__: Object
```

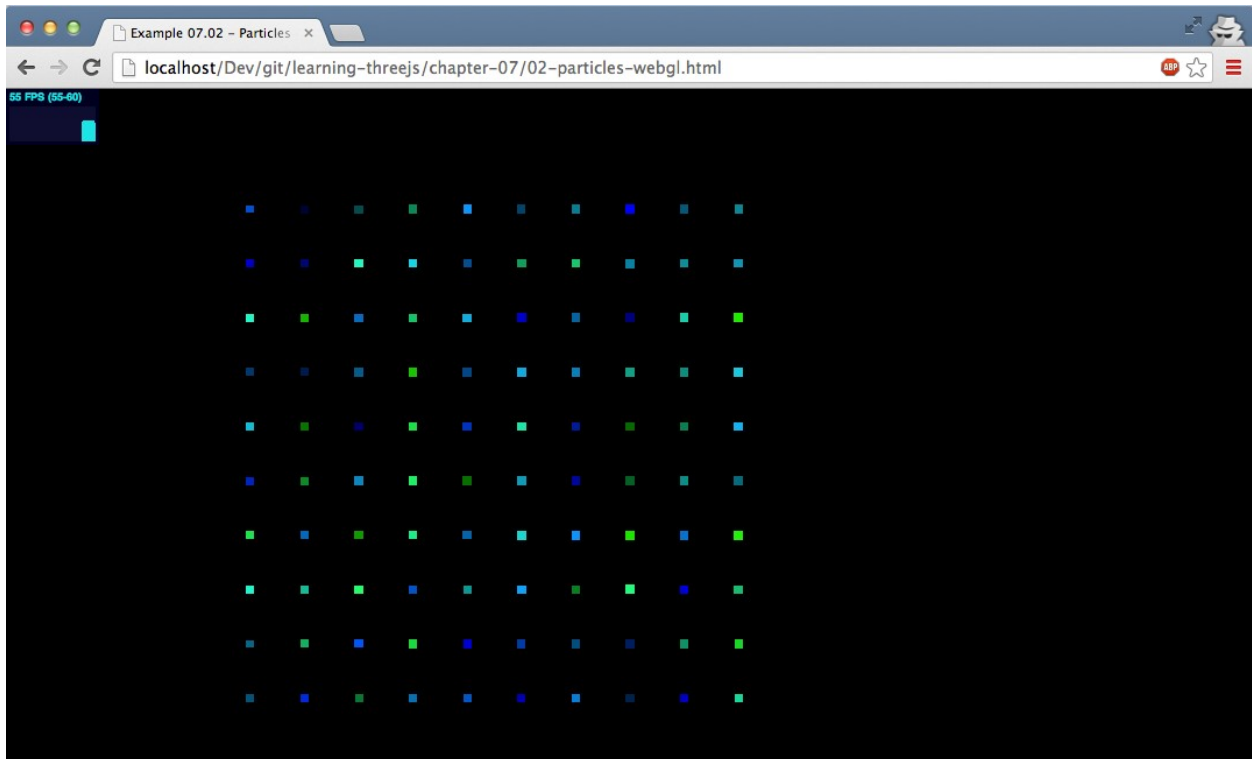
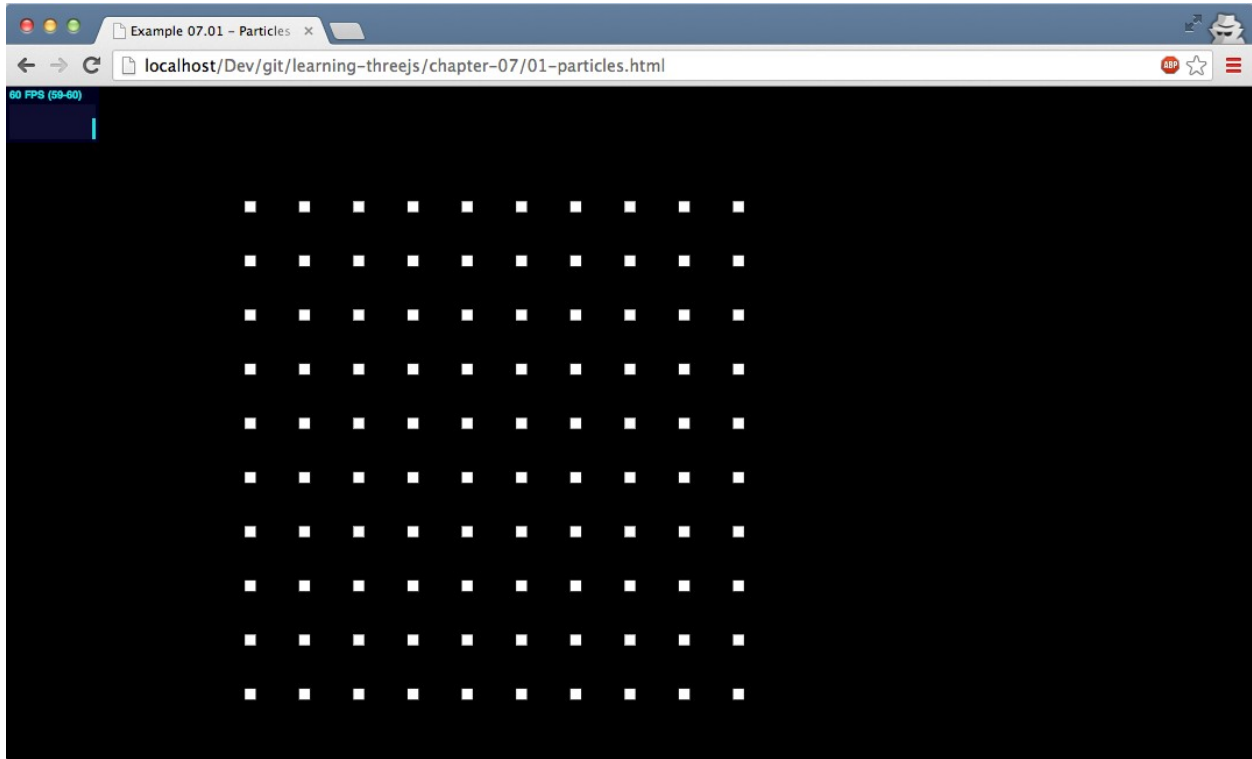


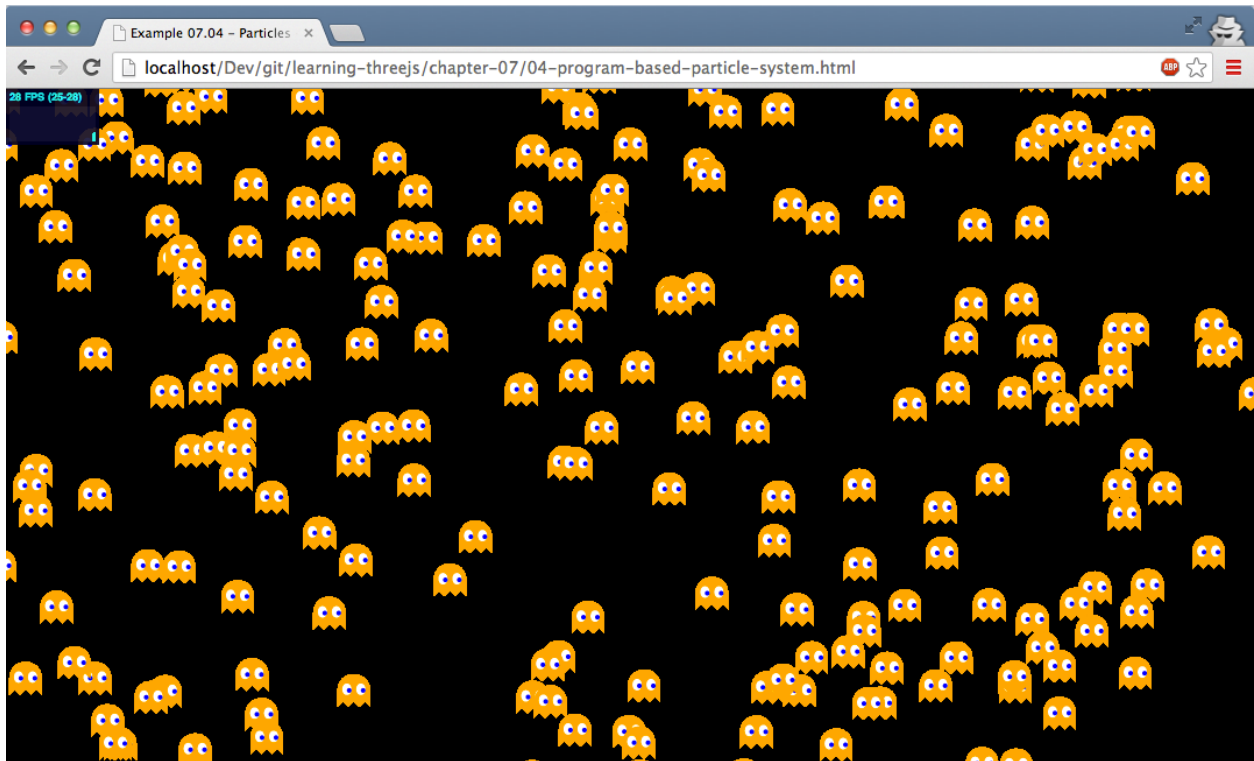
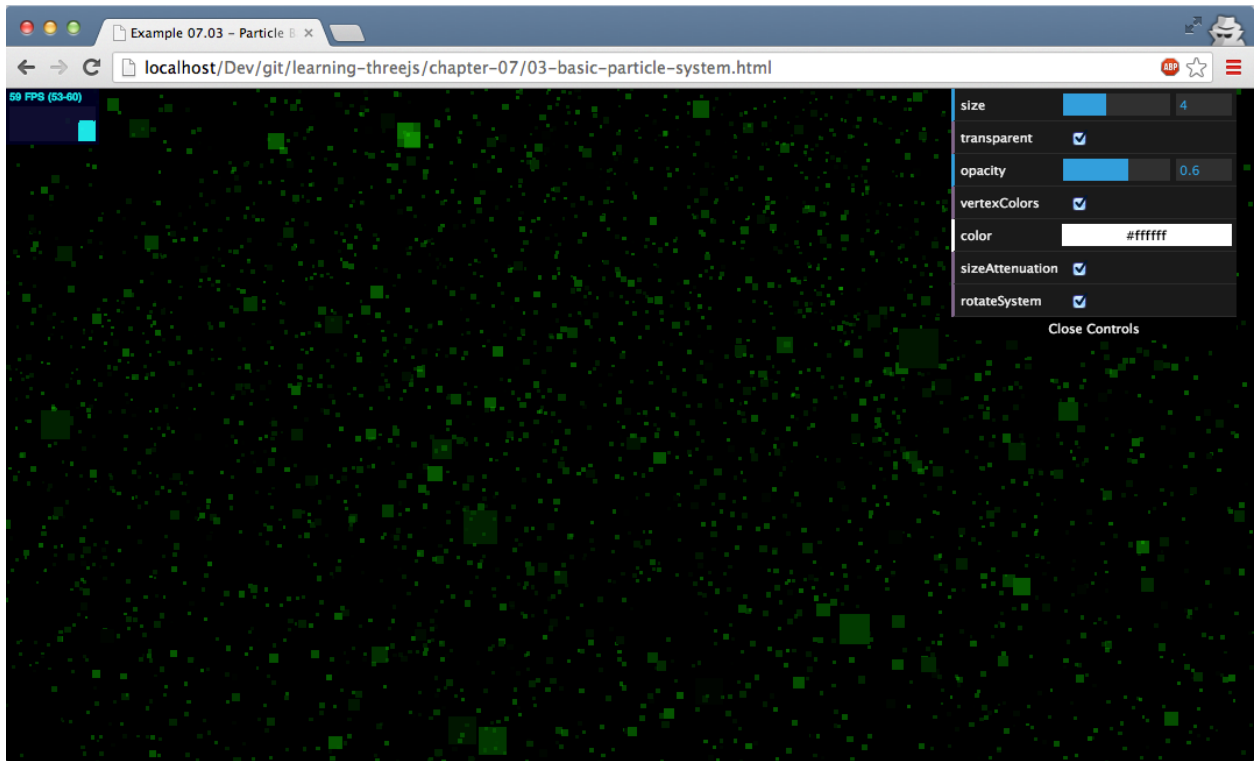


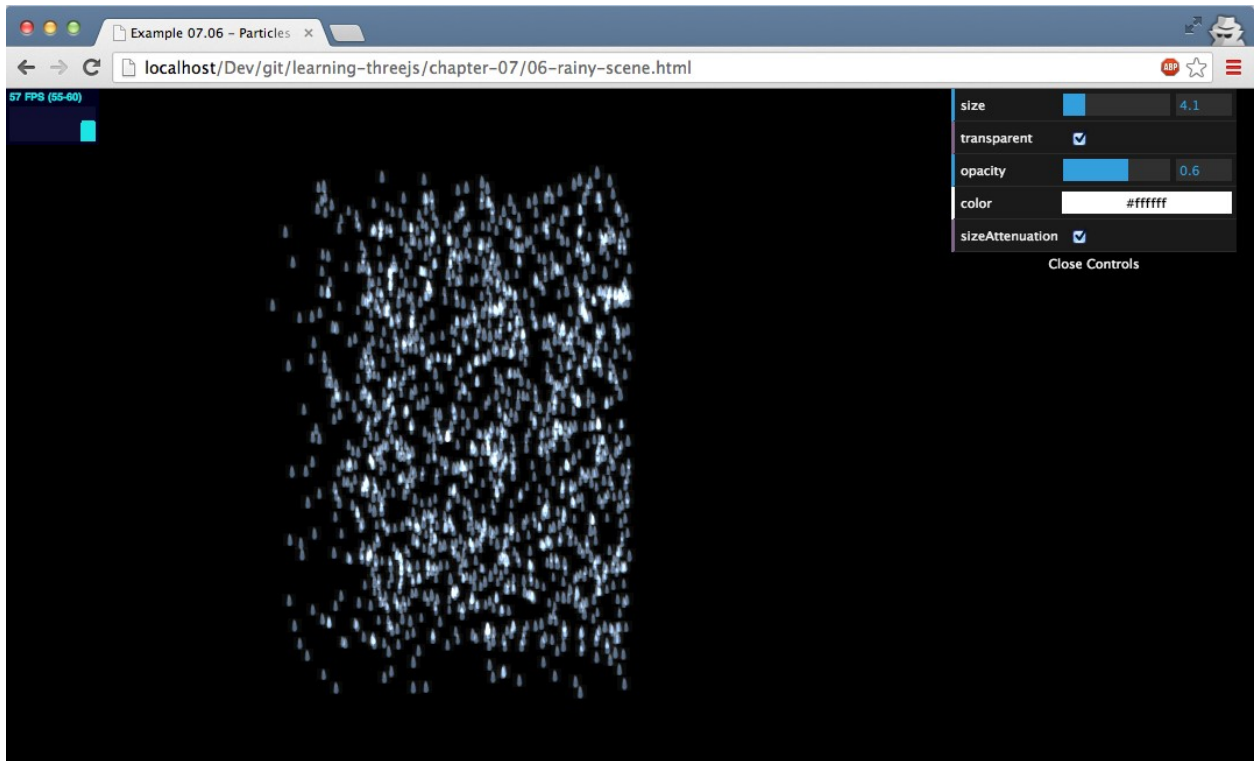


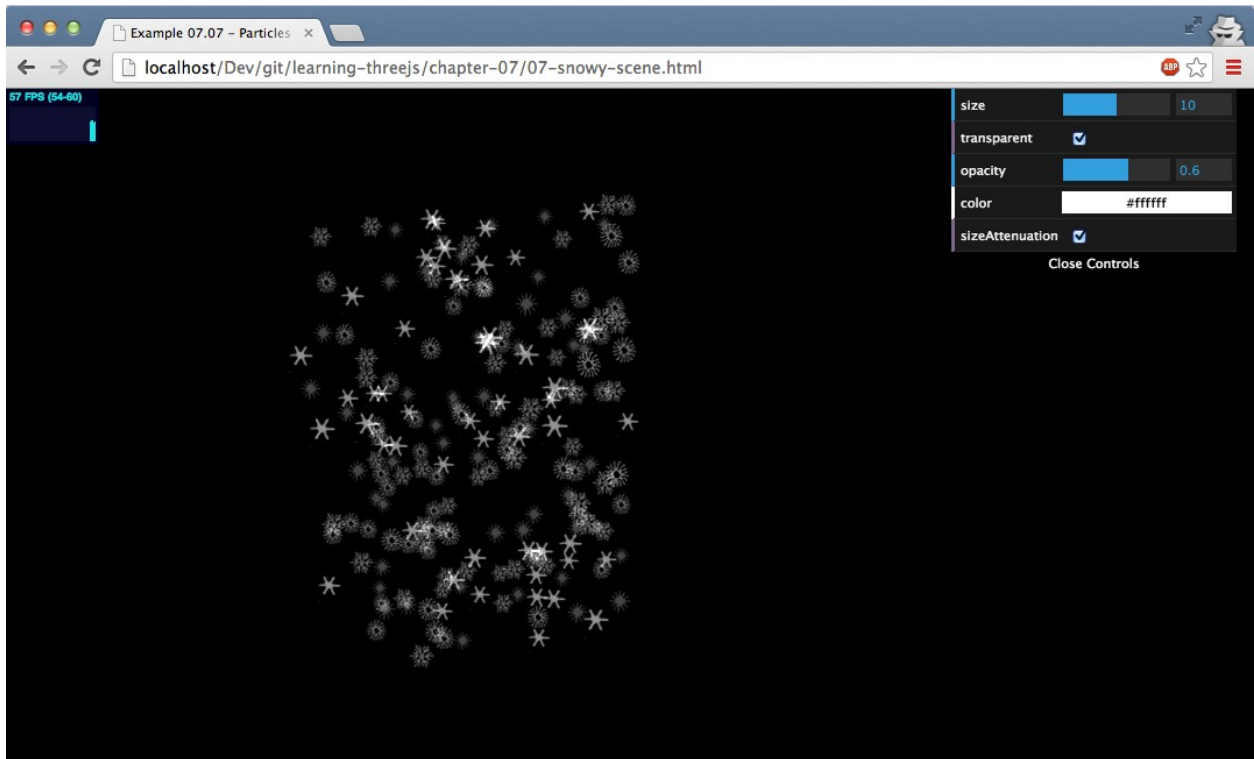


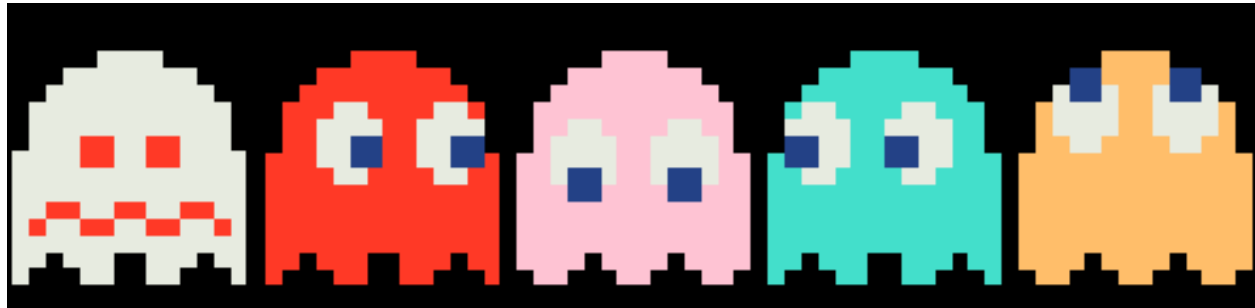
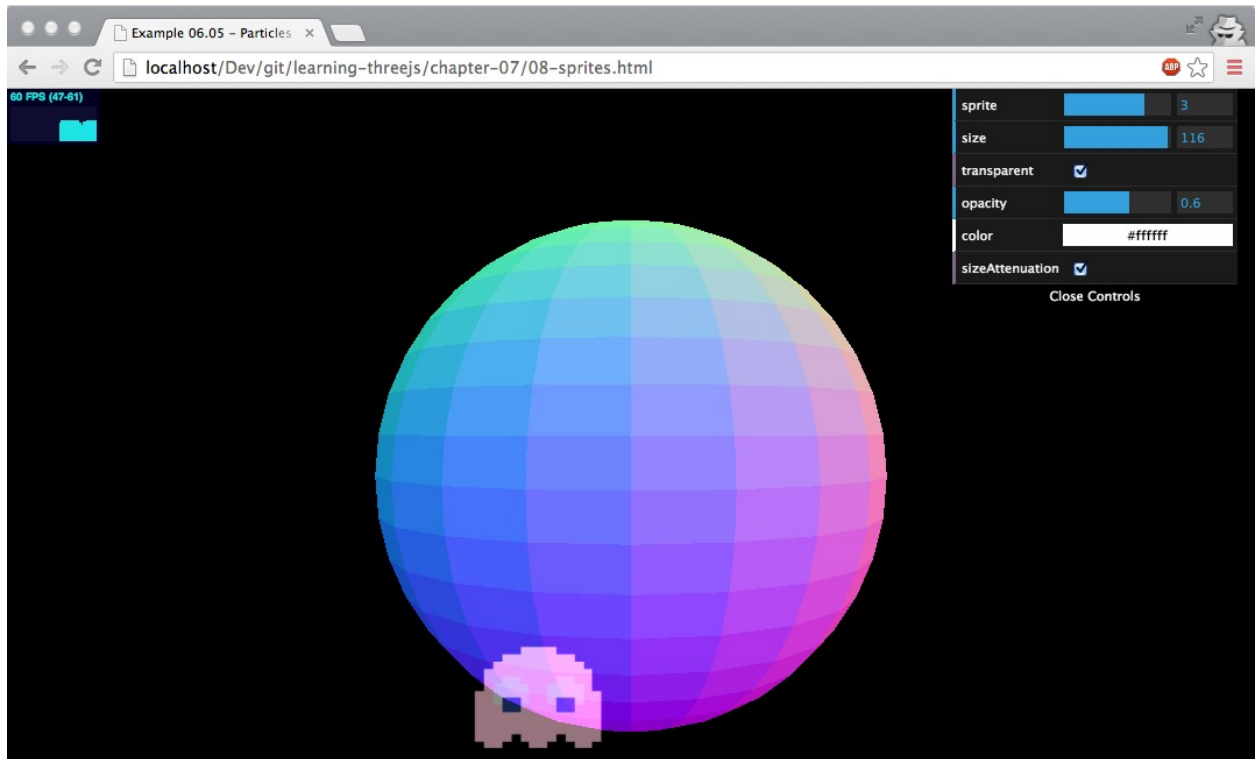
Chapter 7: Particles, Sprites, and the Point Cloud

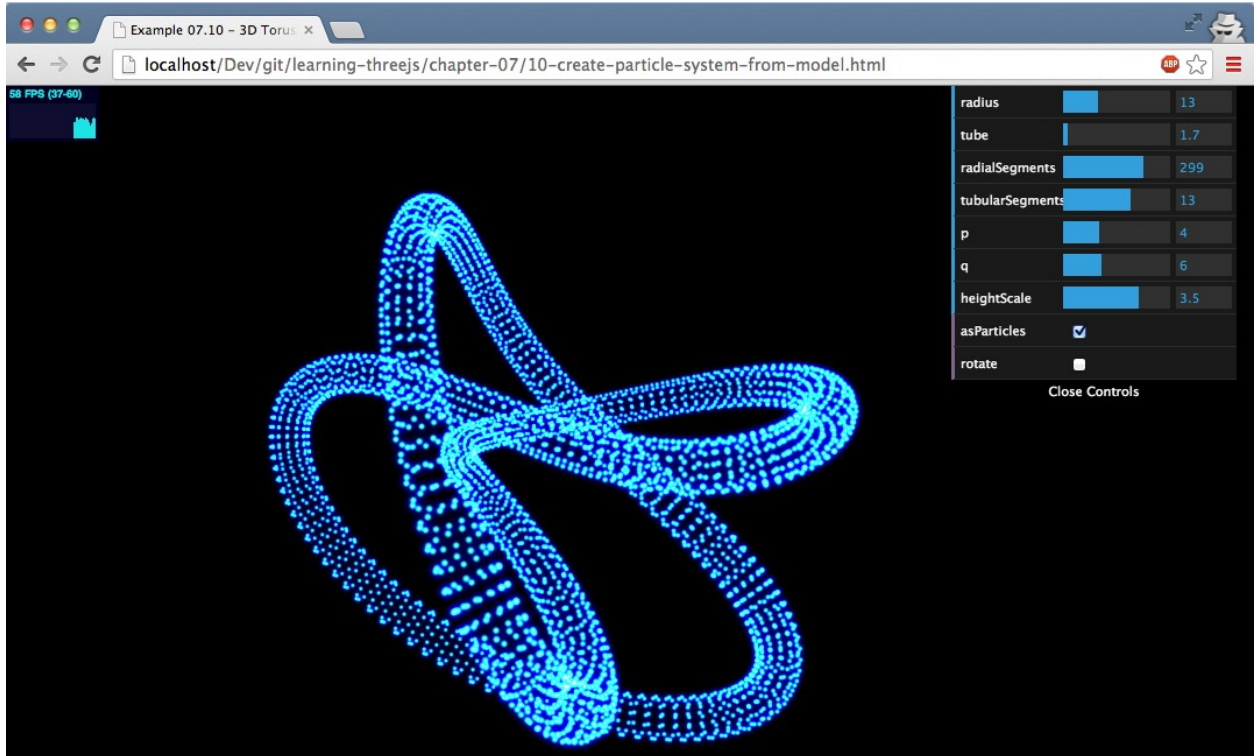
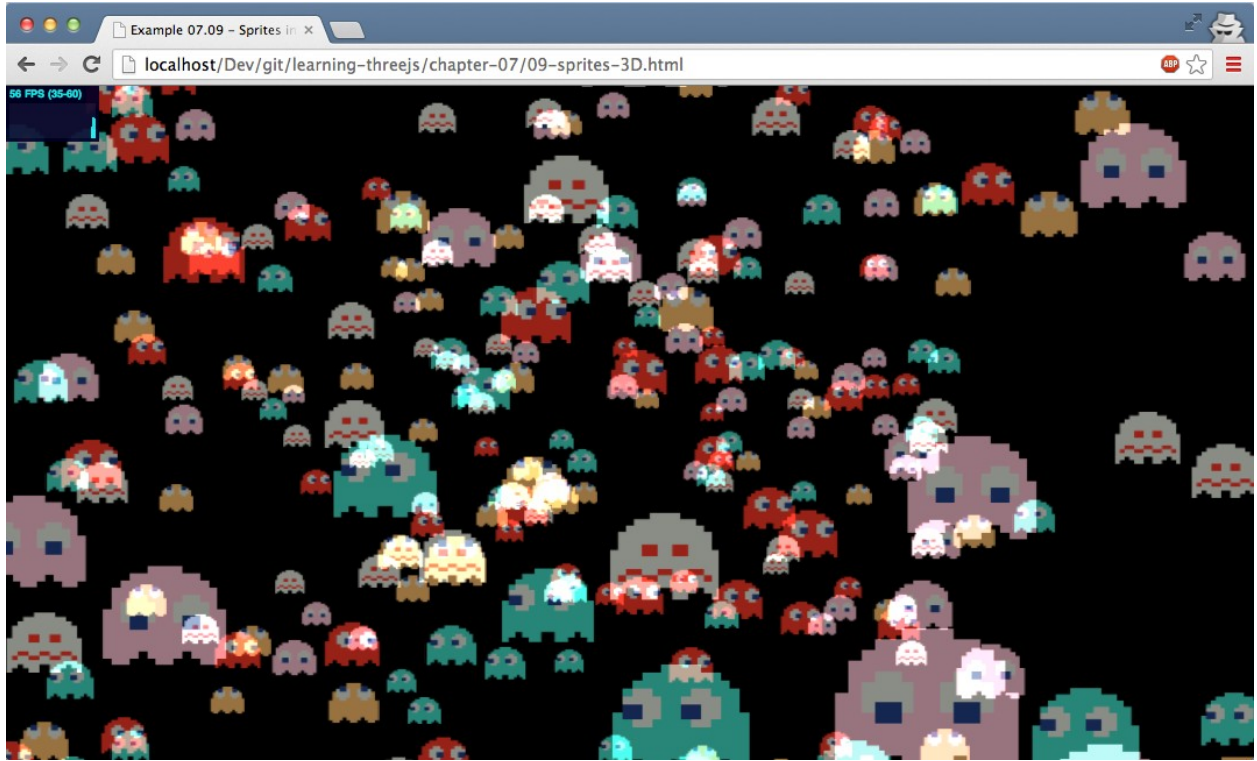


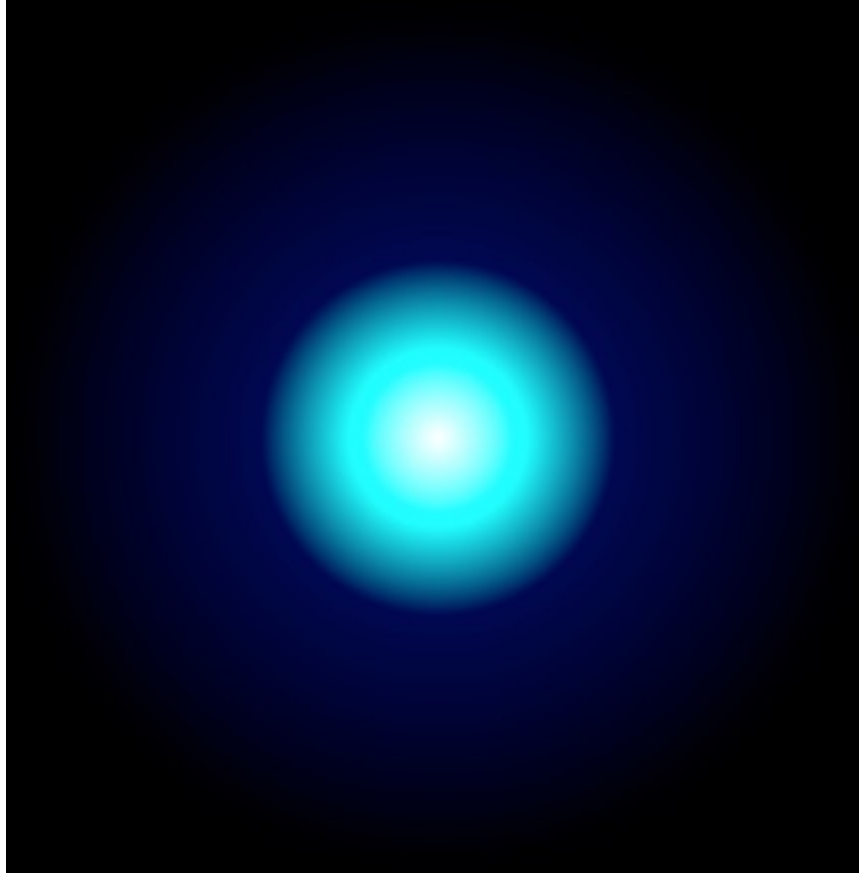




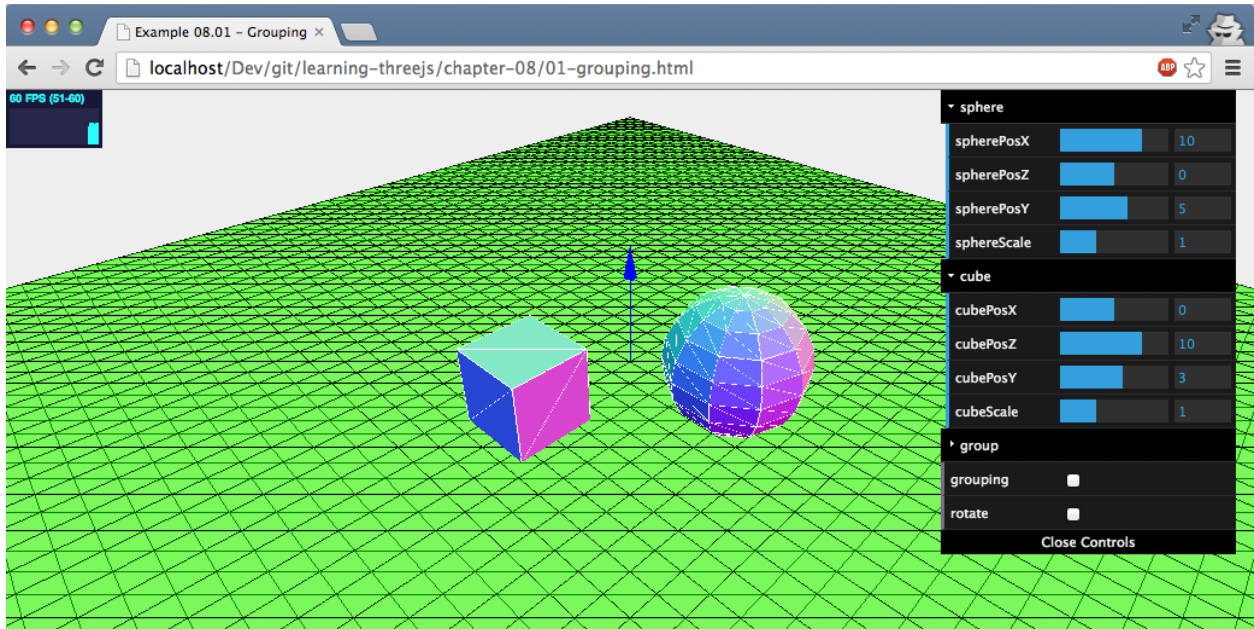


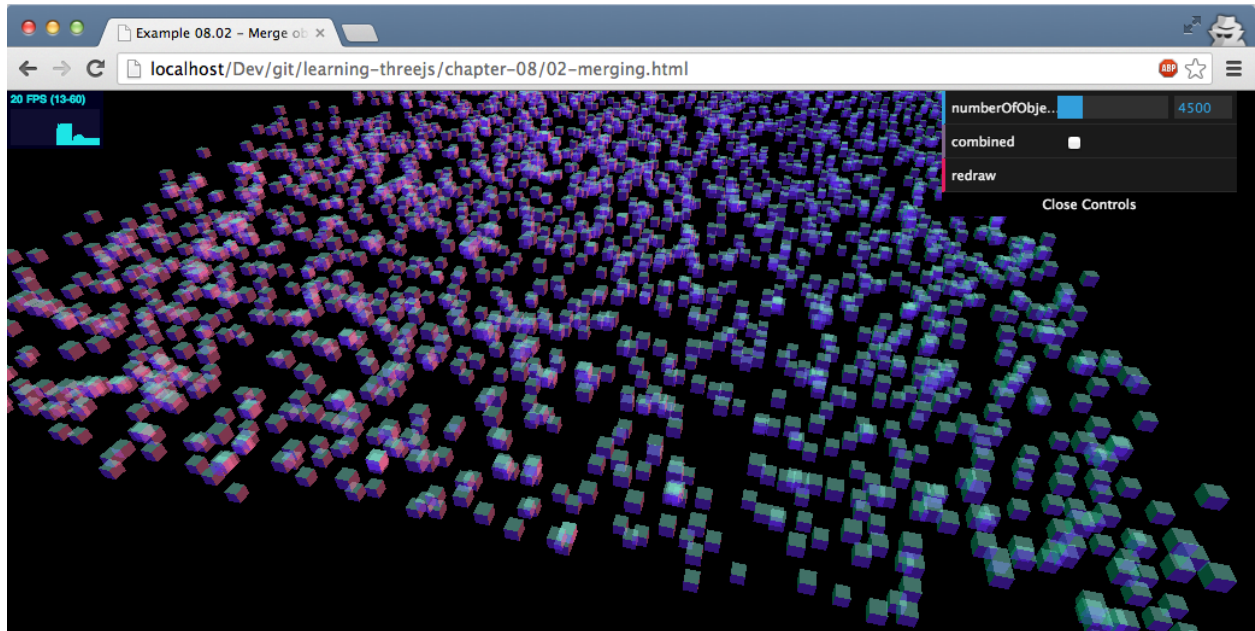
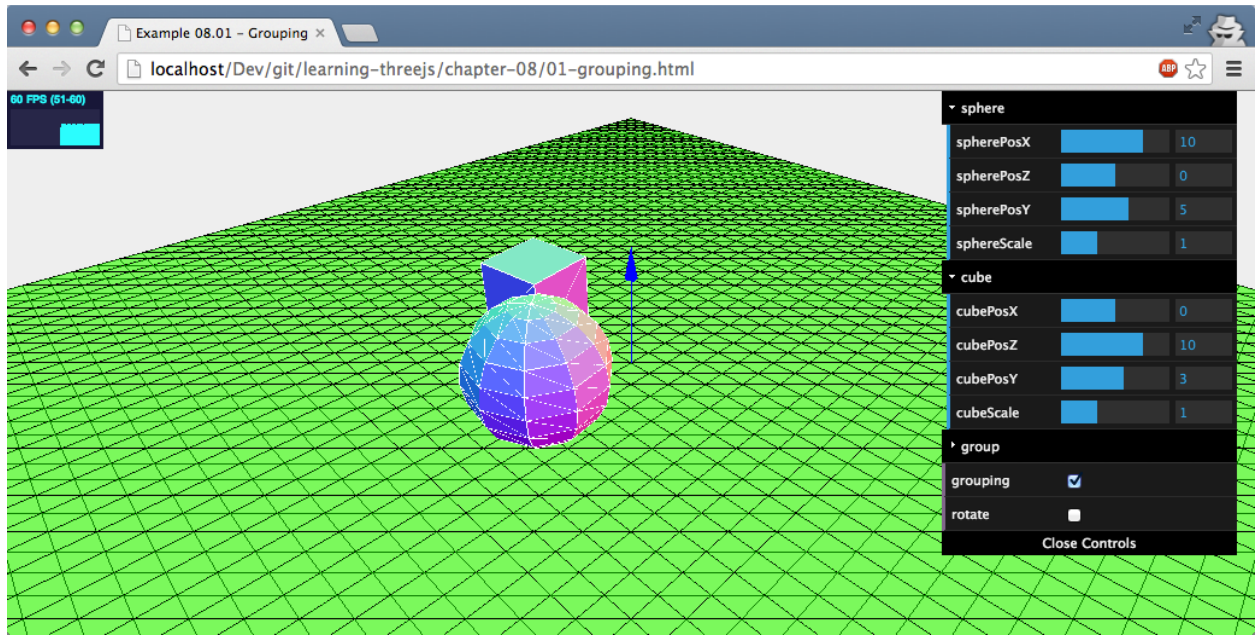


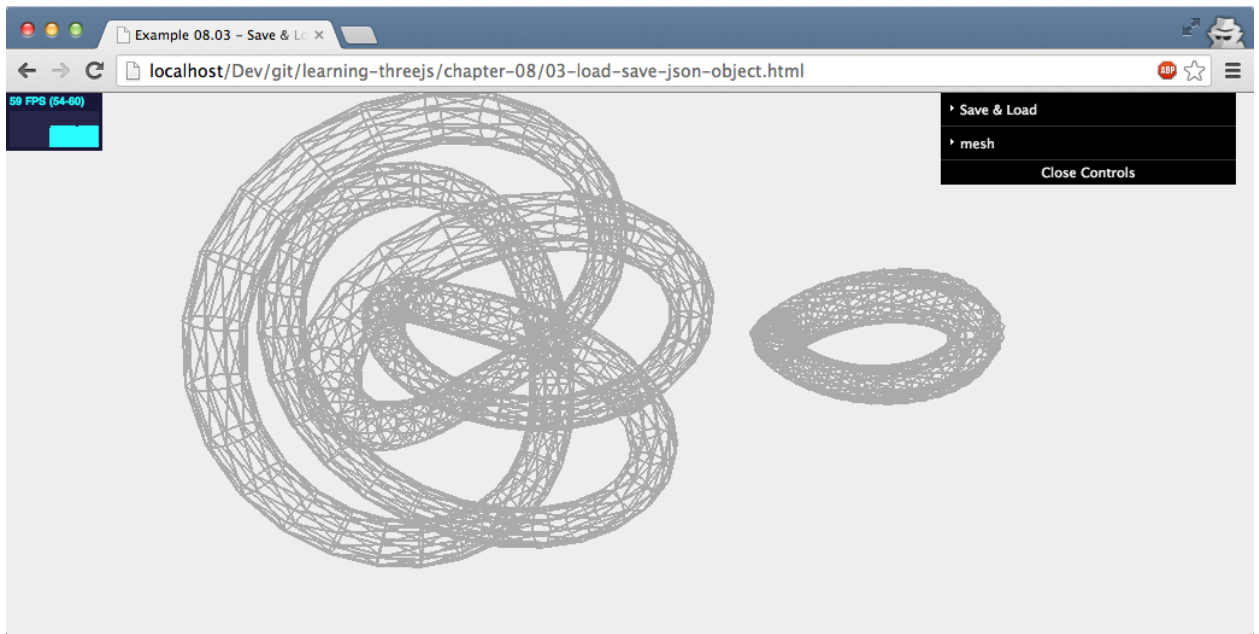
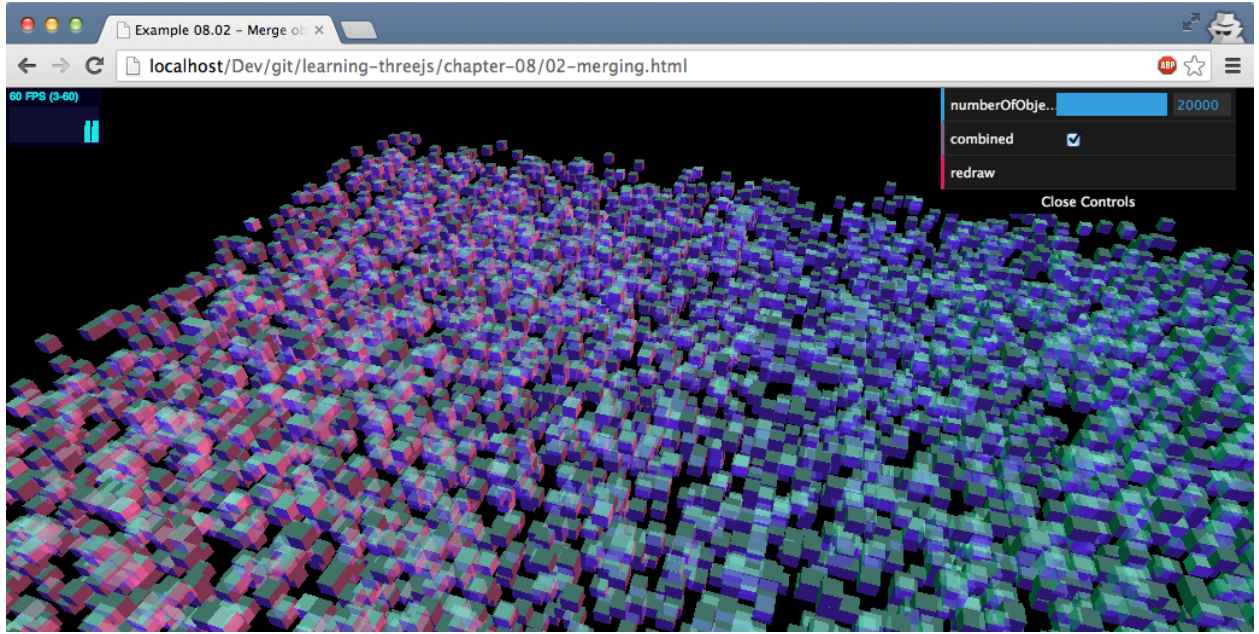


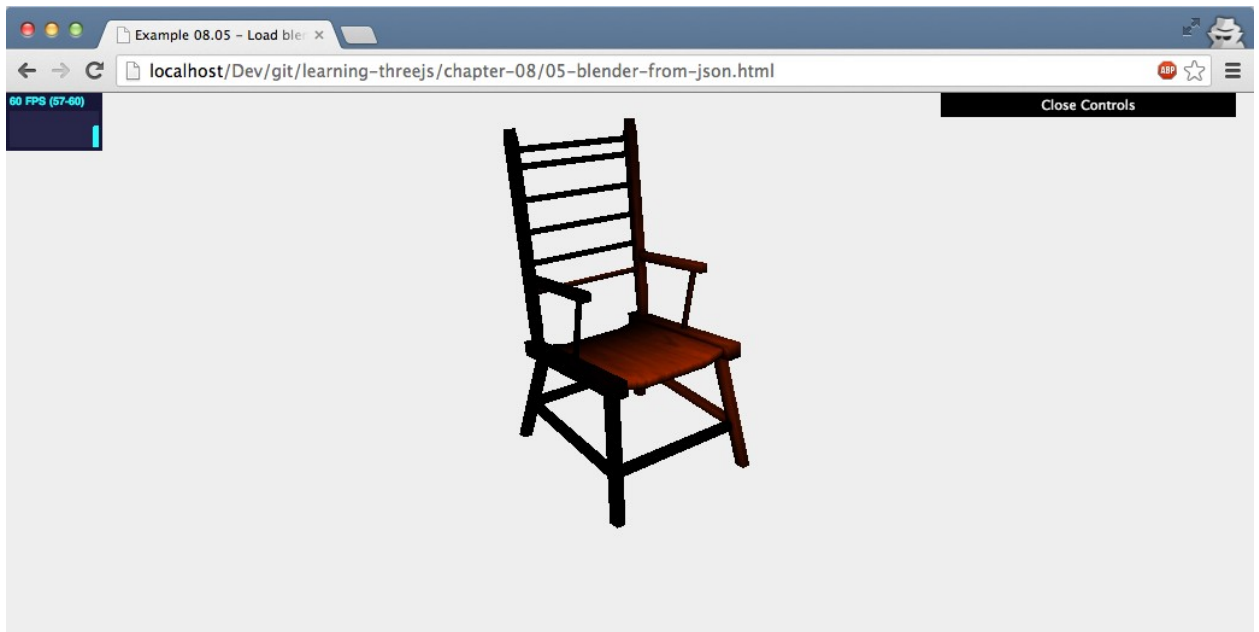
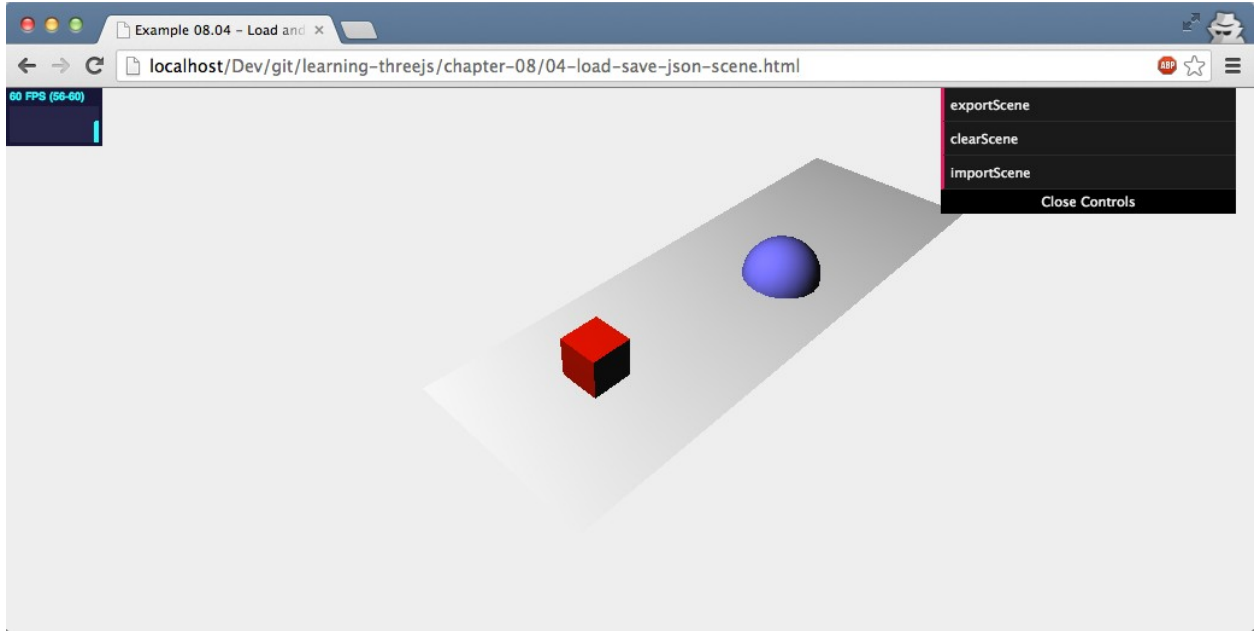


Chapter 8: Creating and Loading Advanced Meshes and Geometries

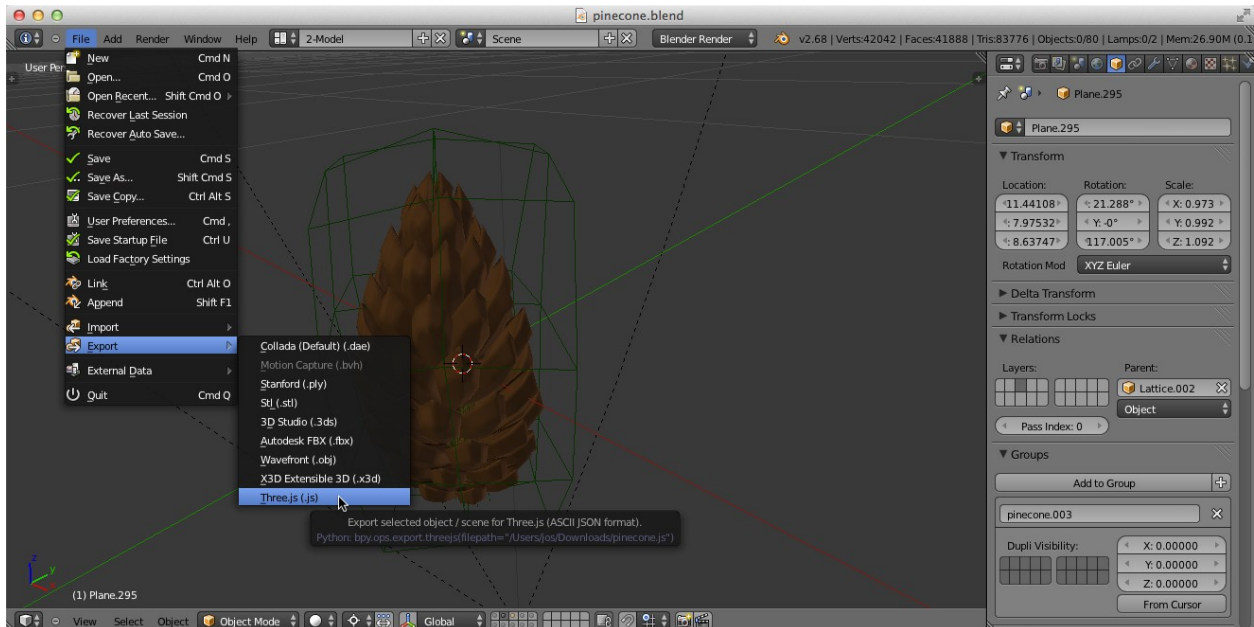
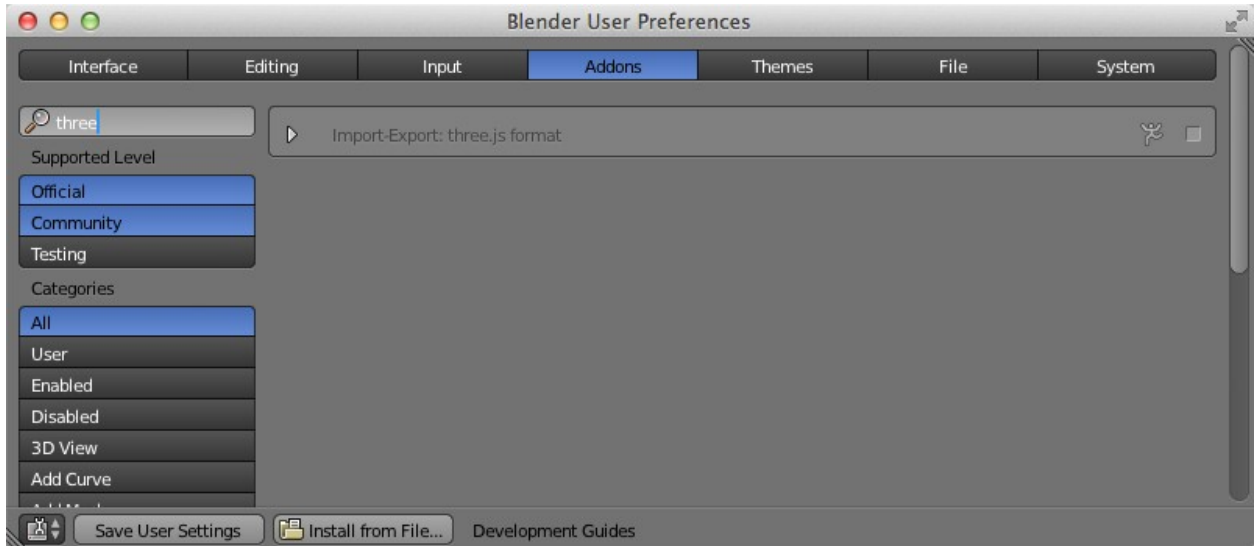


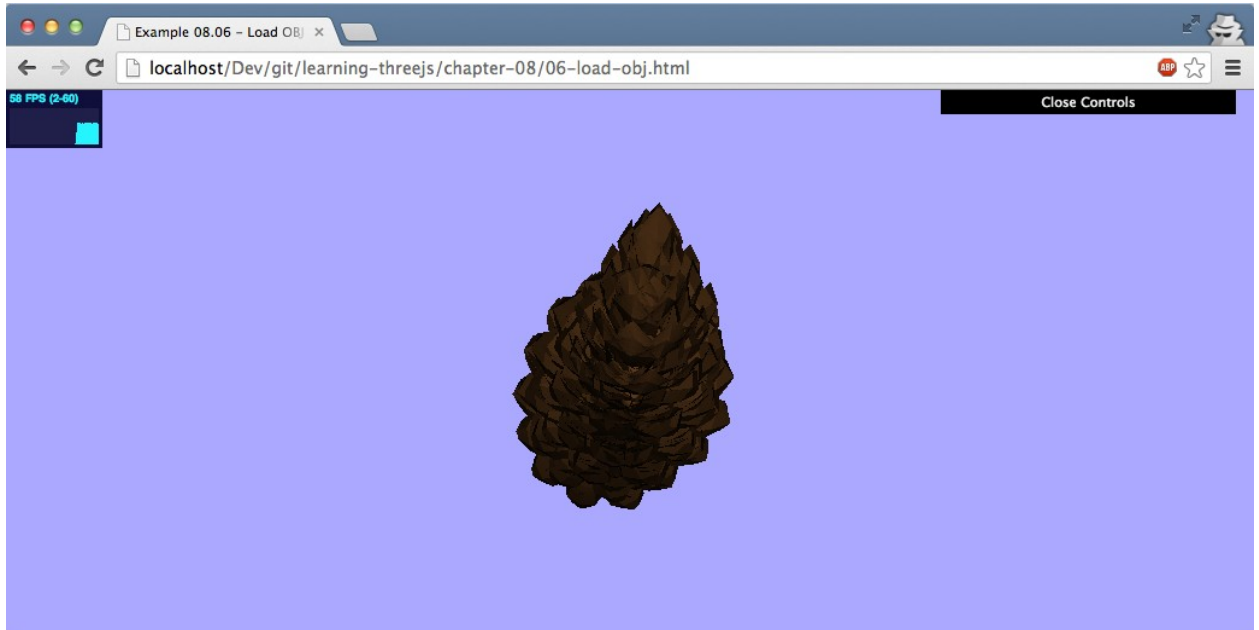
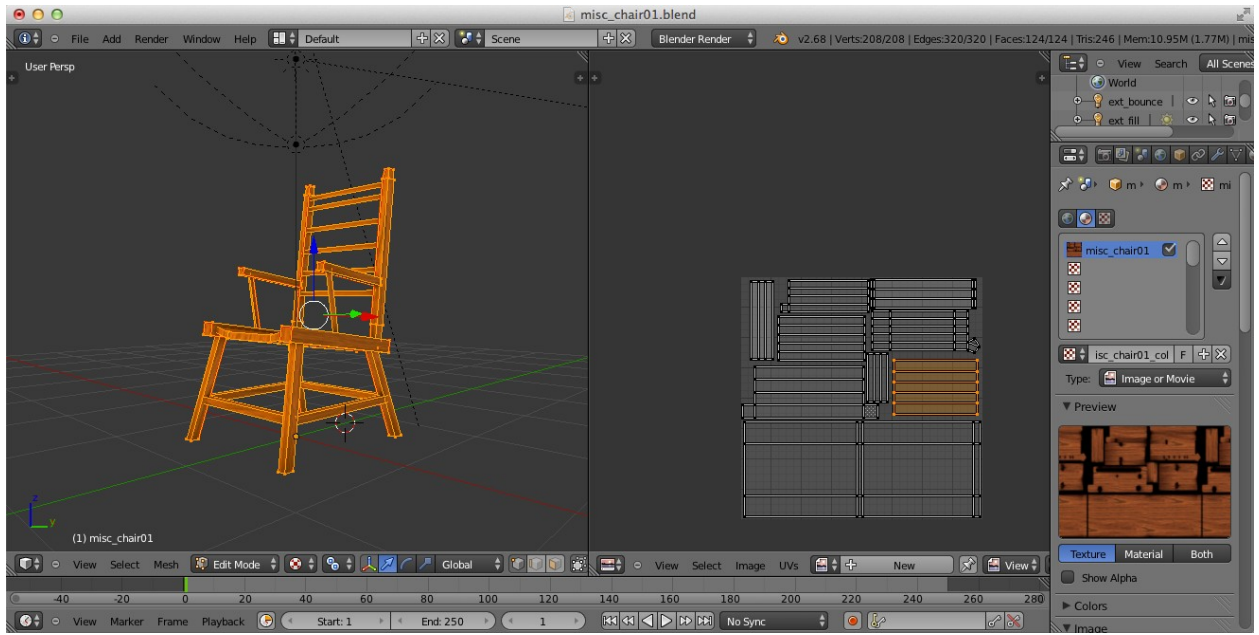


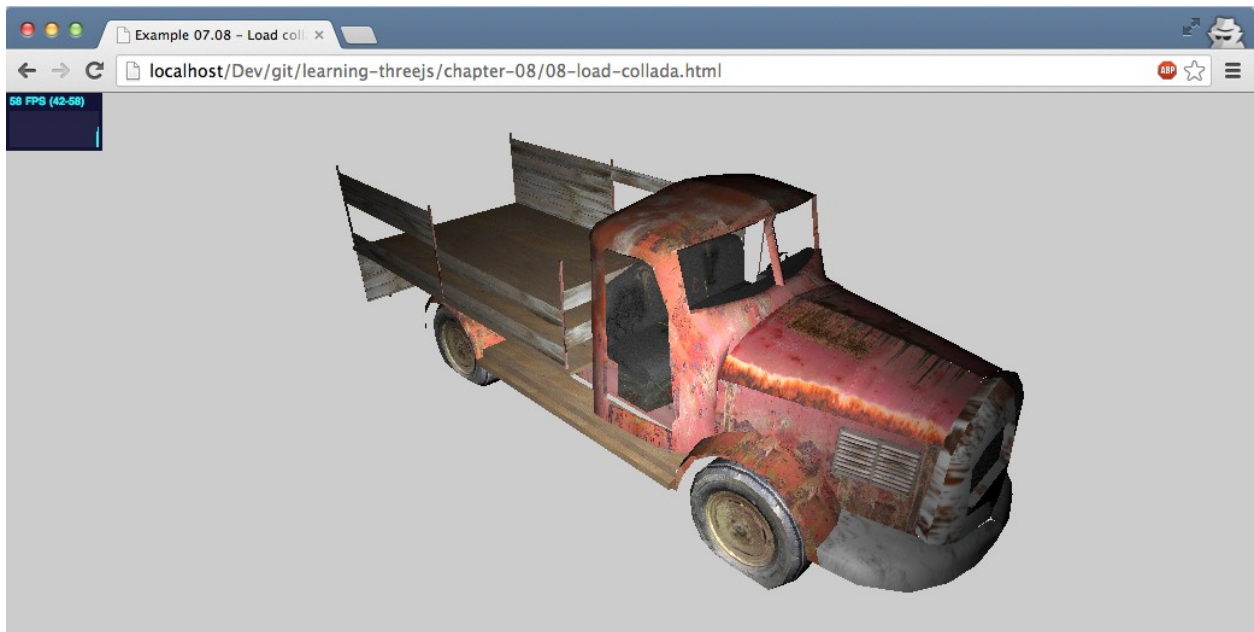
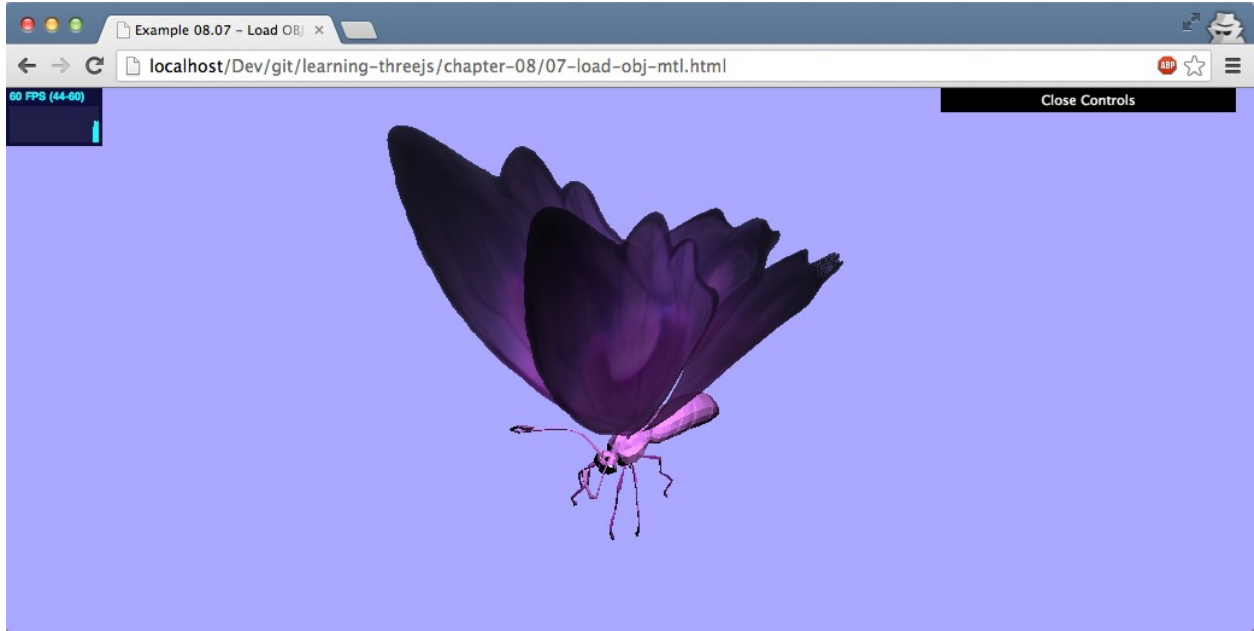


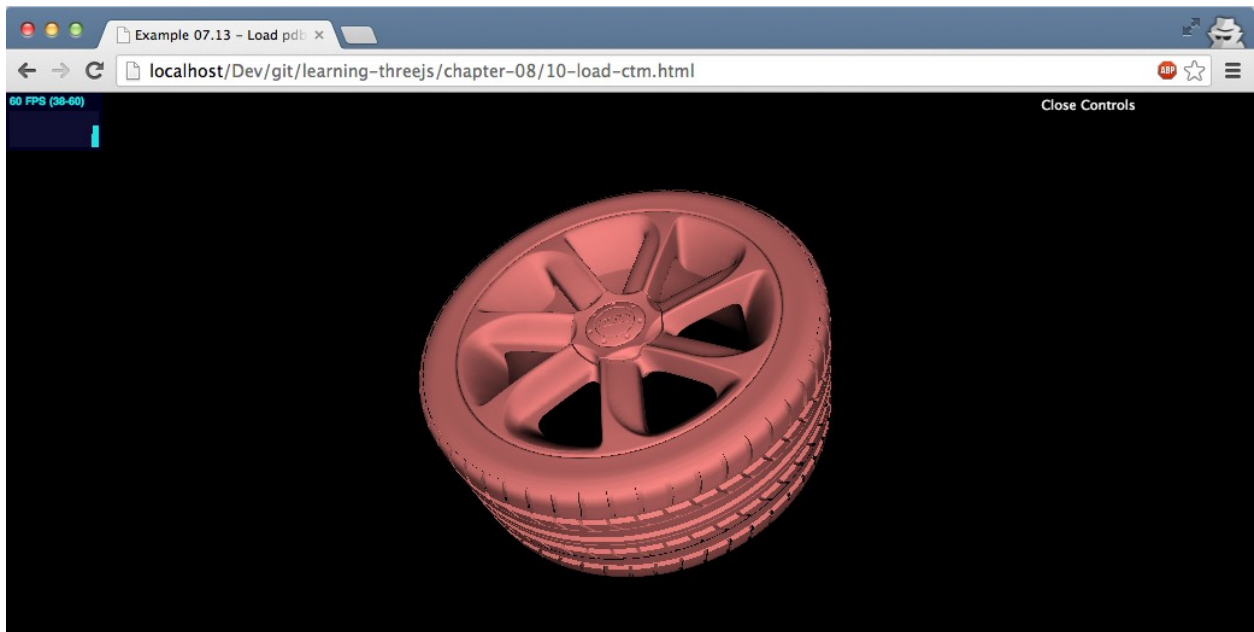
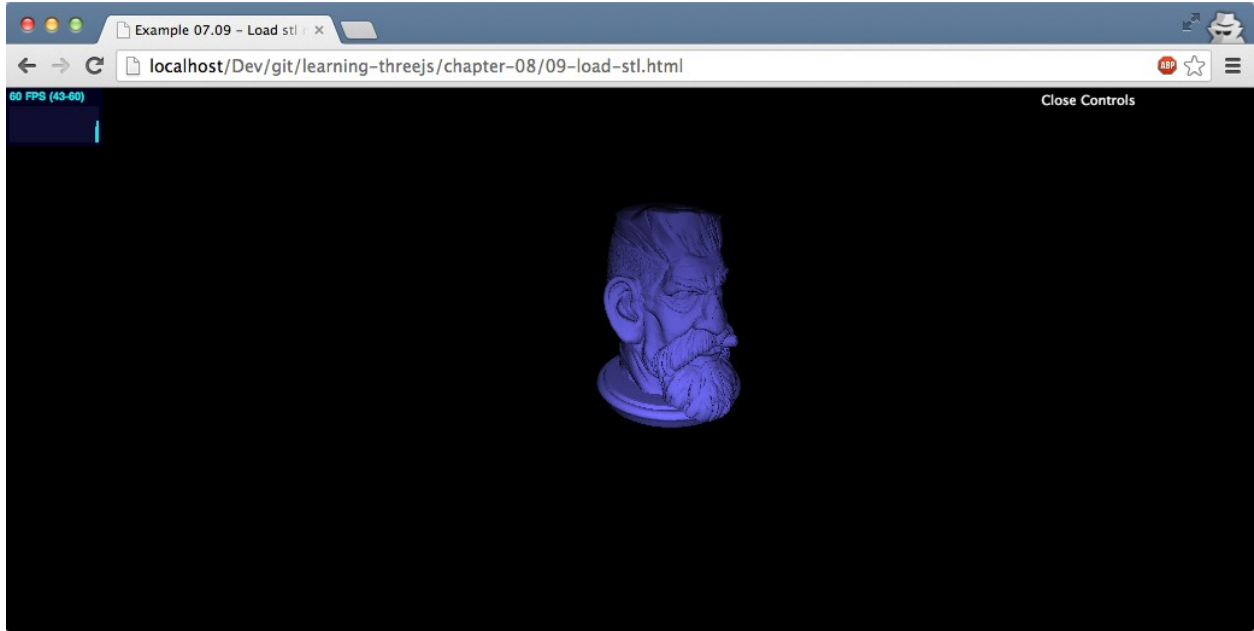


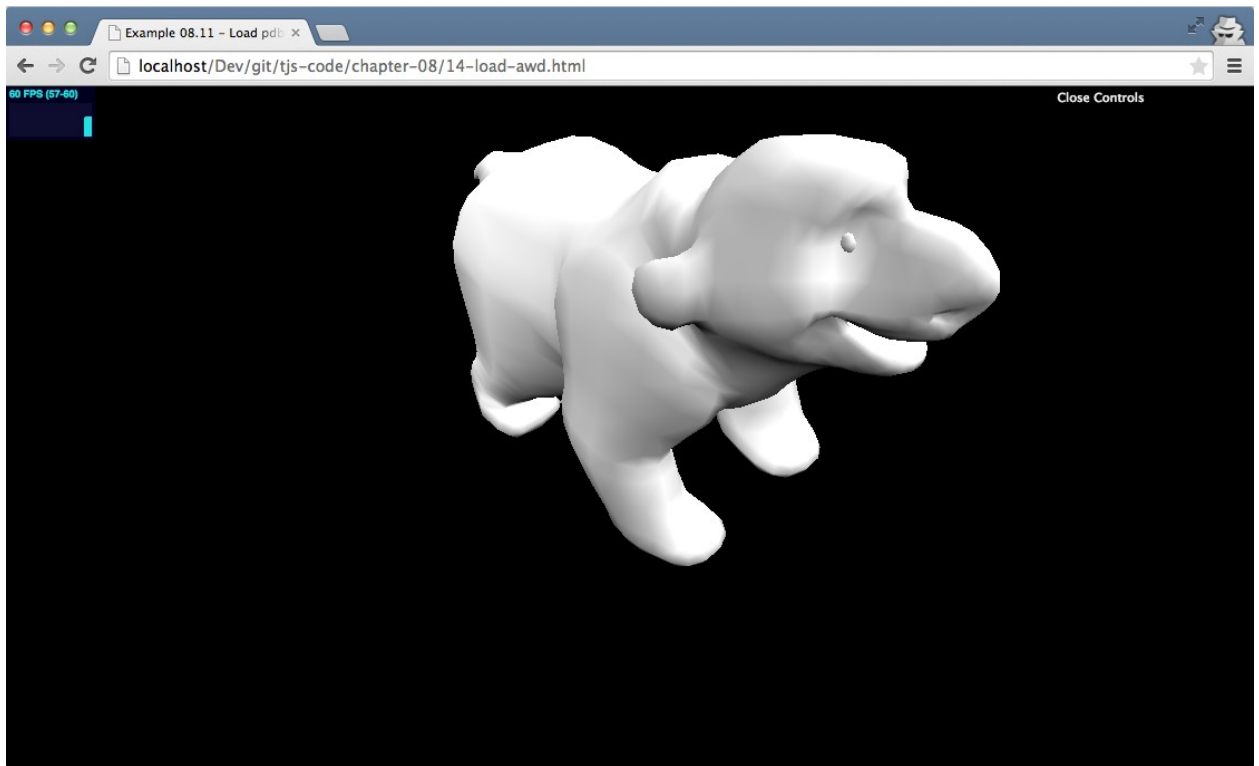
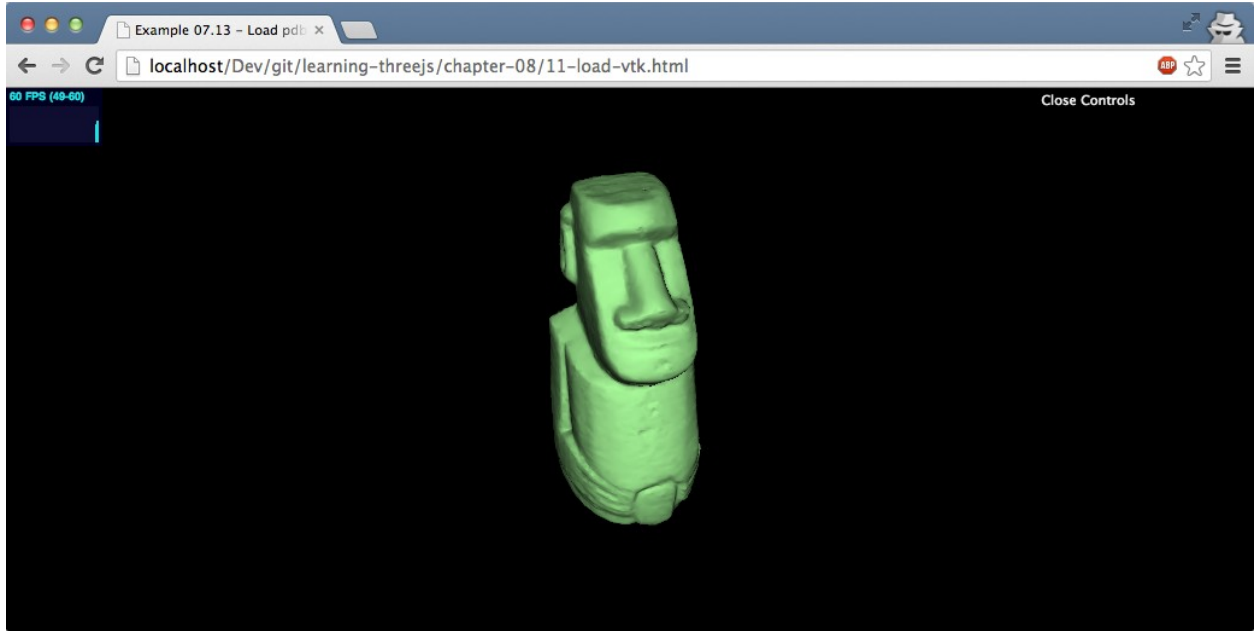
```
Default
jos@Joss-MacBook-Pro.local:~/Downloads/Blender/blender.app/Contents/MacOS/2.68/scripts/addons$ ls -l | head
total 3104
drwxr-xr-x@ 6 jos  staff    204 Jul 24 16:13 add_curve_extra_objects
-rw-r--r--@ 1 jos  staff   26032 Jul 24 16:13 add_curve_ivygen.py
drwxr-xr-x@ 5 jos  staff    170 Jul 24 16:13 add_curve_sapling
drwxr-xr-x@ 7 jos  staff    238 Jul 24 16:13 add_mesh_BoltFactory
-rw-r--r--@ 1 jos  staff   27994 Jul 24 16:13 add_mesh_ant_landscape.py
drwxr-xr-x@ 14 jos  staff    476 Jul 24 16:13 add_mesh_extra_objects
-rw-r--r--@ 1 jos  staff   35389 Jul 24 16:13 add_mesh_pipe_joint.py
-rw-r--r--@ 1 jos  staff   27191 Jul 24 16:13 add_mesh_solid.py
-rw-r--r--@ 1 jos  staff   13200 Jul 24 16:13 animation_add_corrective_shape_key.py
jos@Joss-MacBook-Pro.local:~/Downloads/Blender/blender.app/Contents/MacOS/2.68/scripts/addons$
```

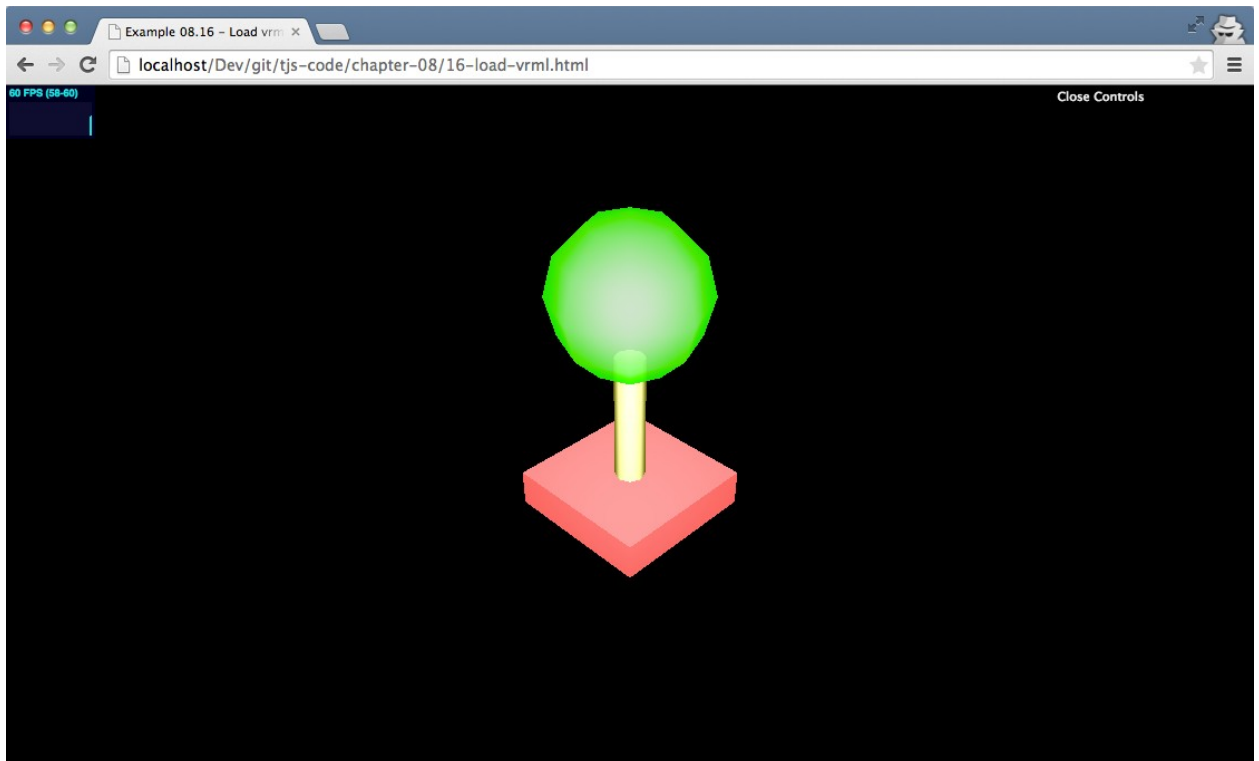
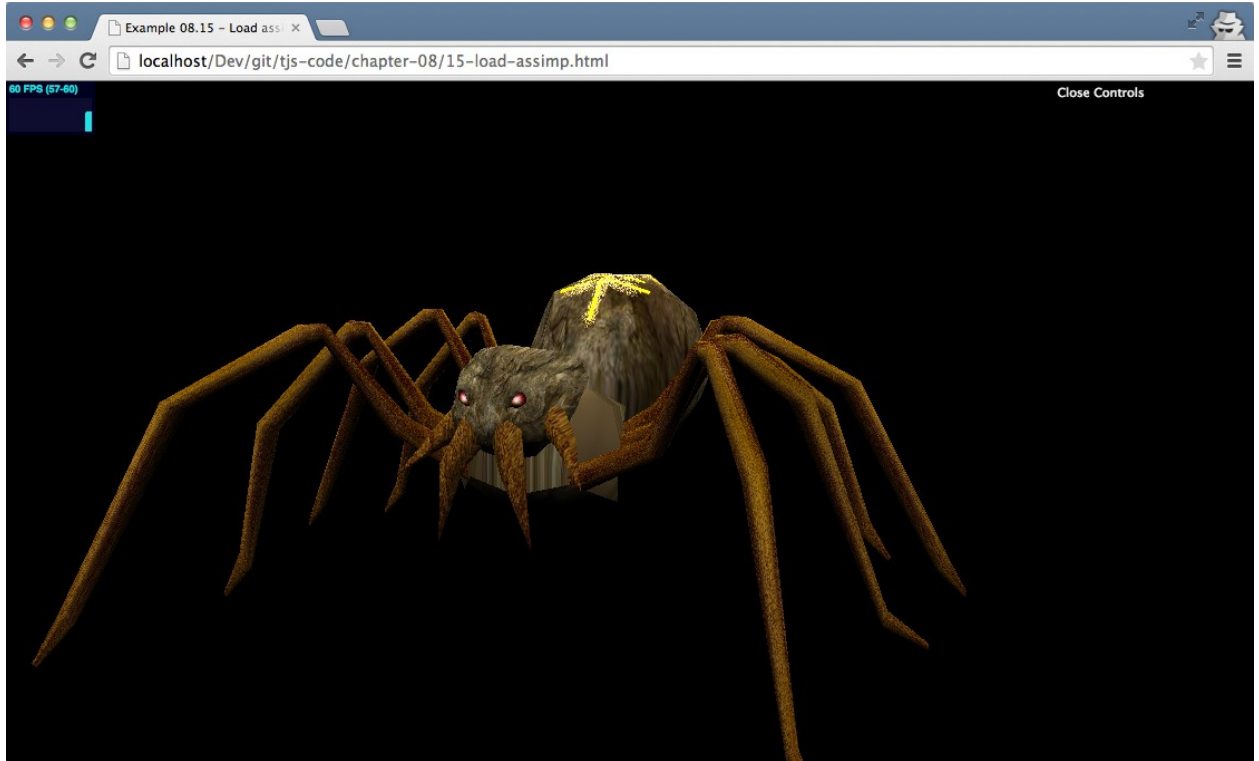


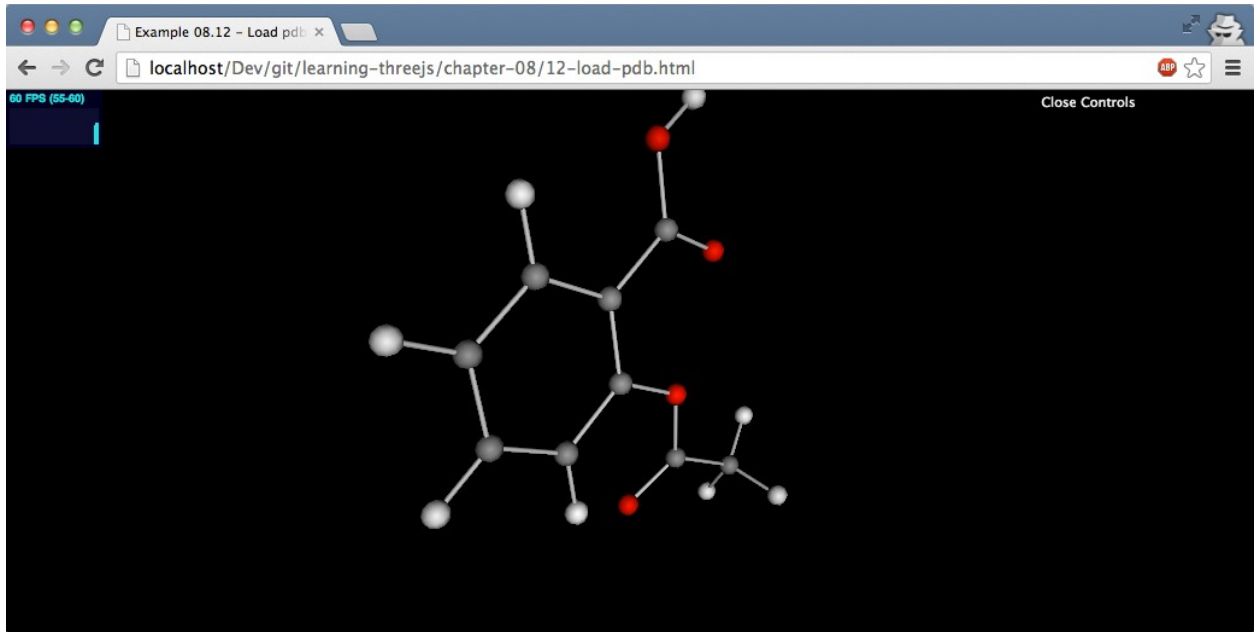
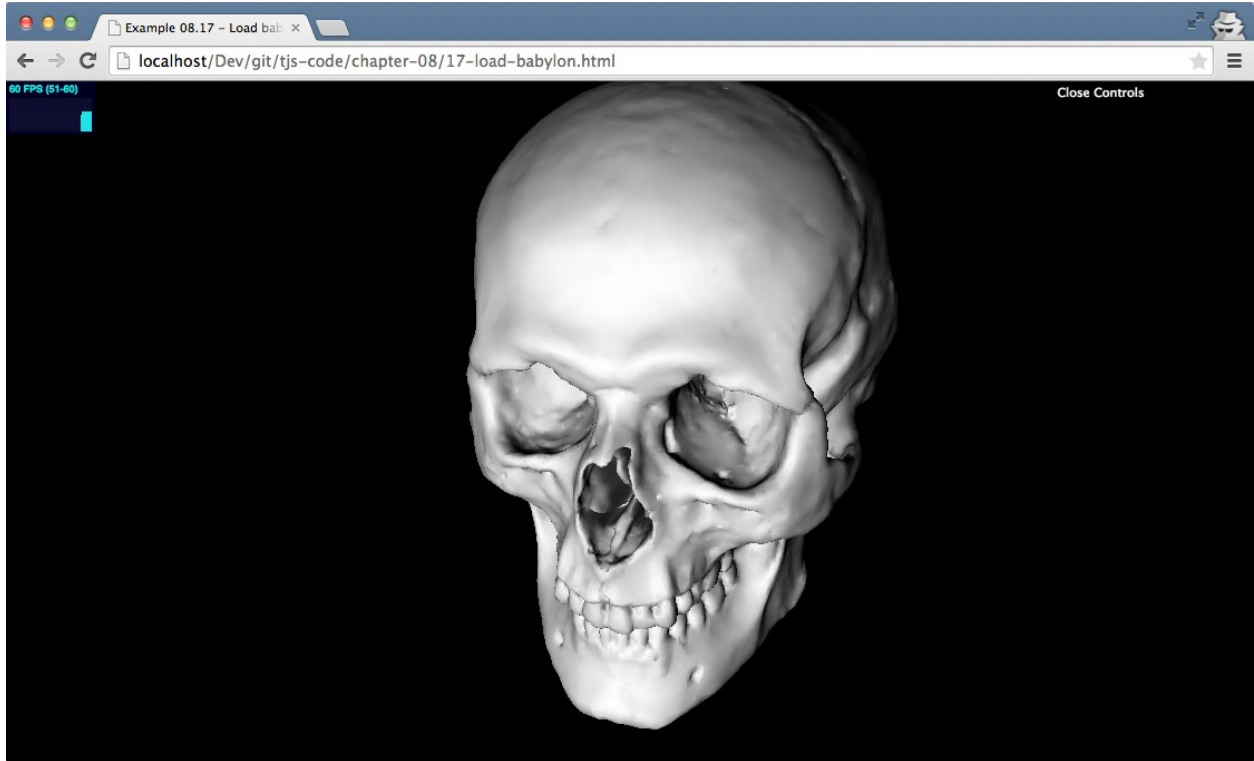


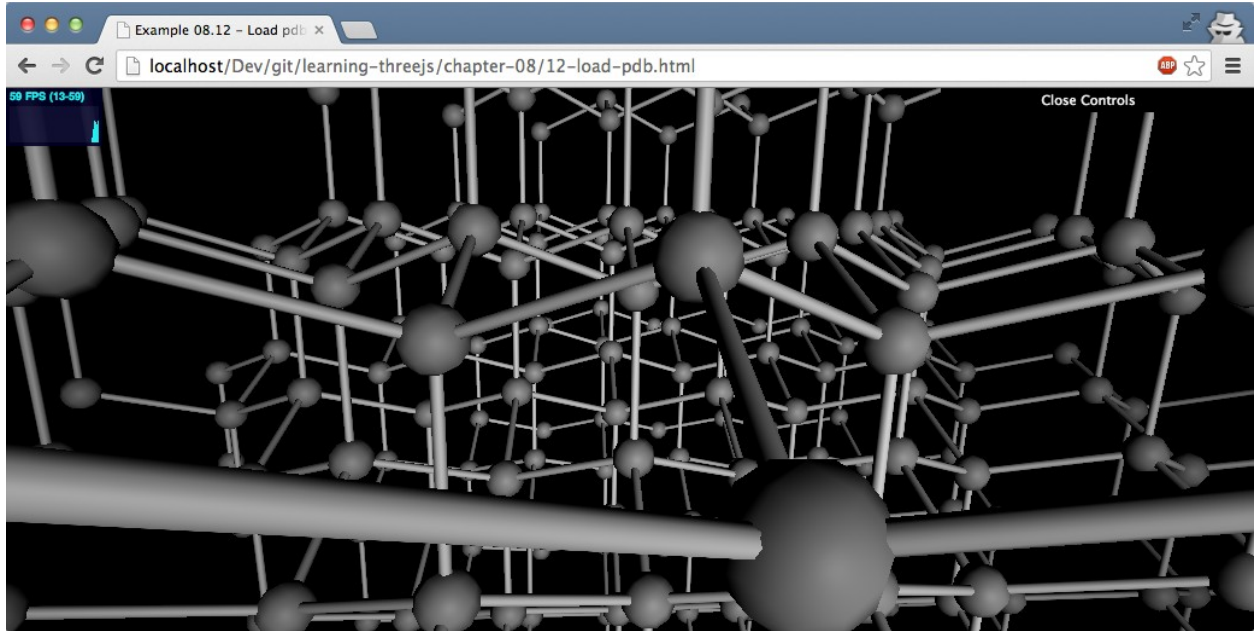




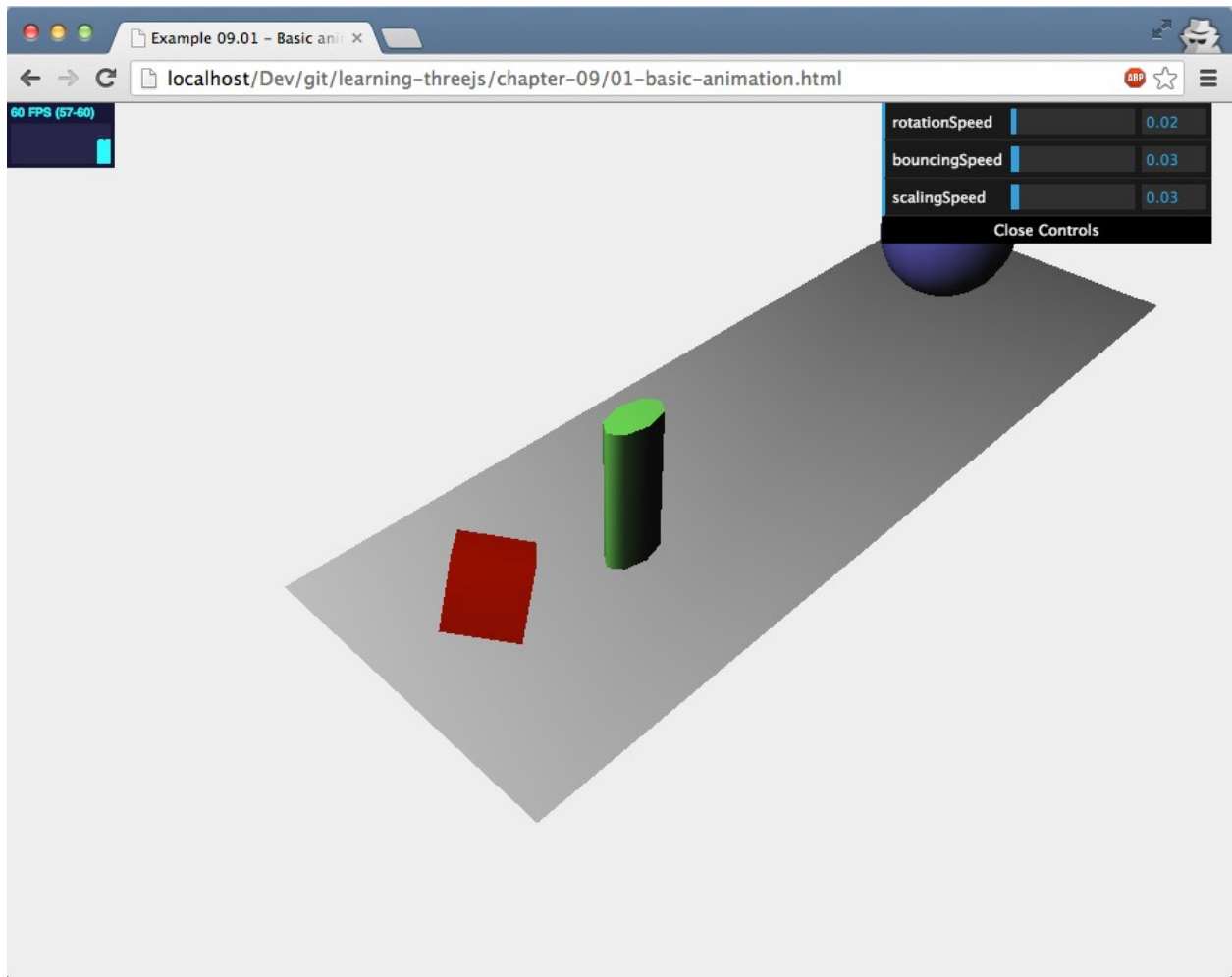


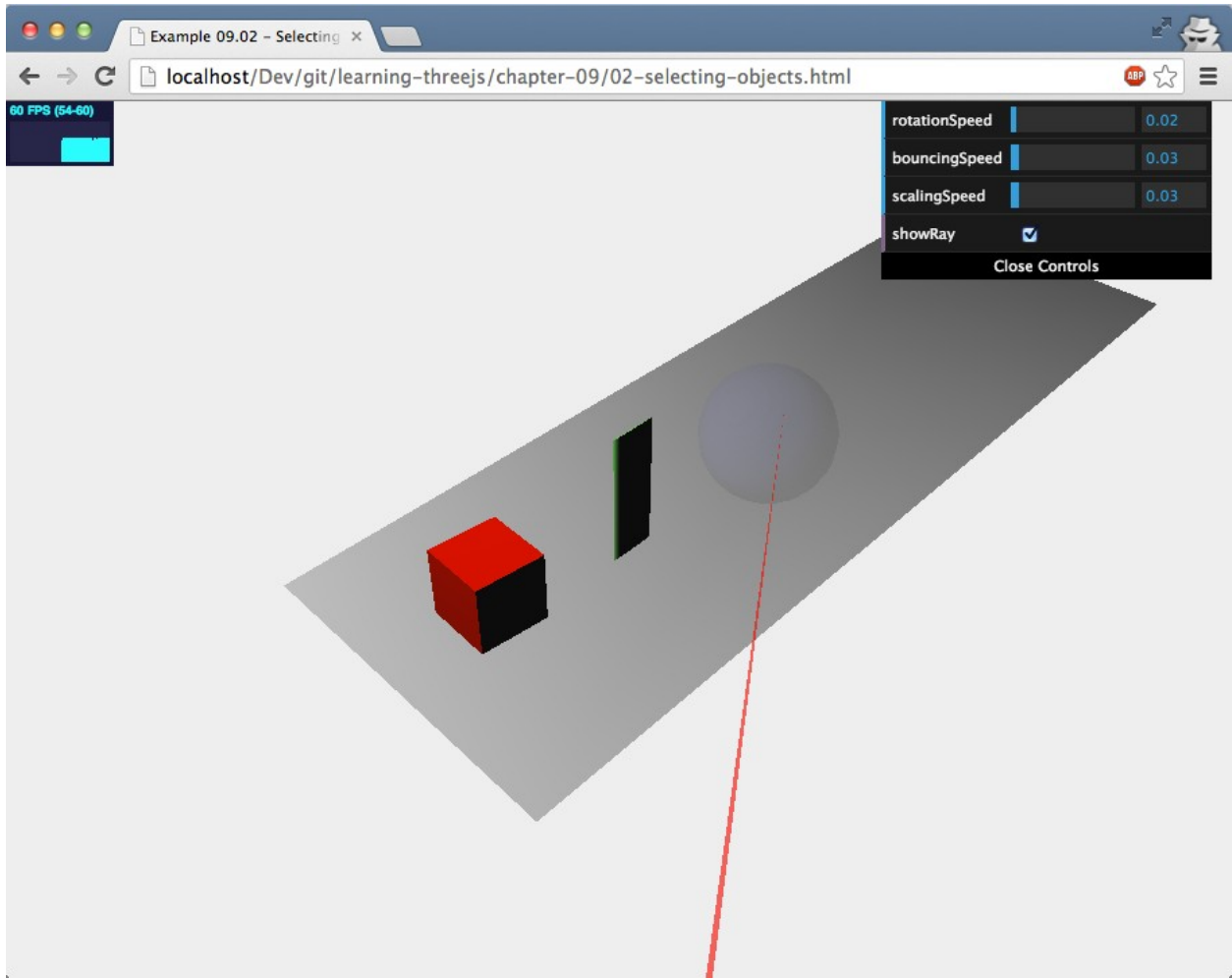


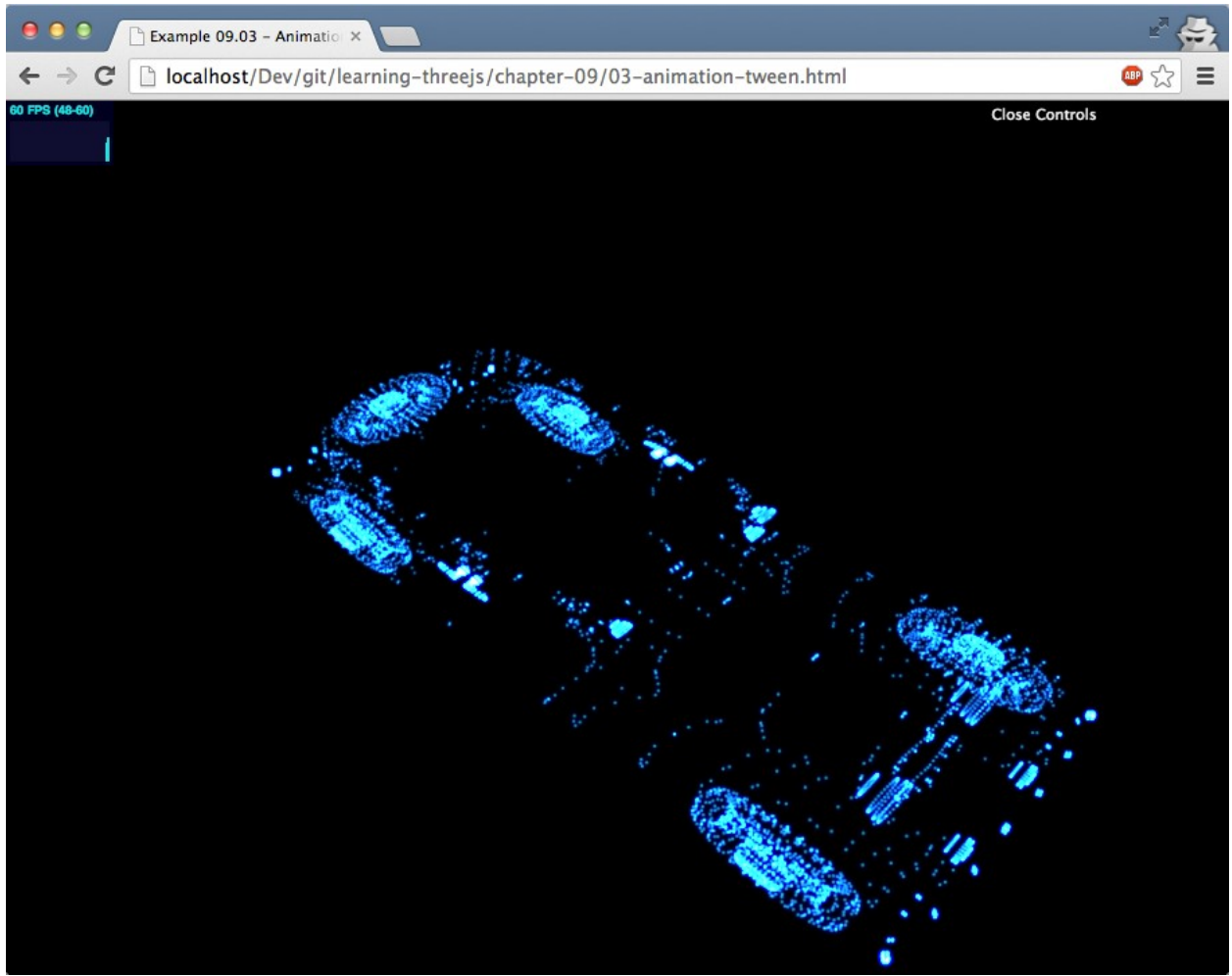


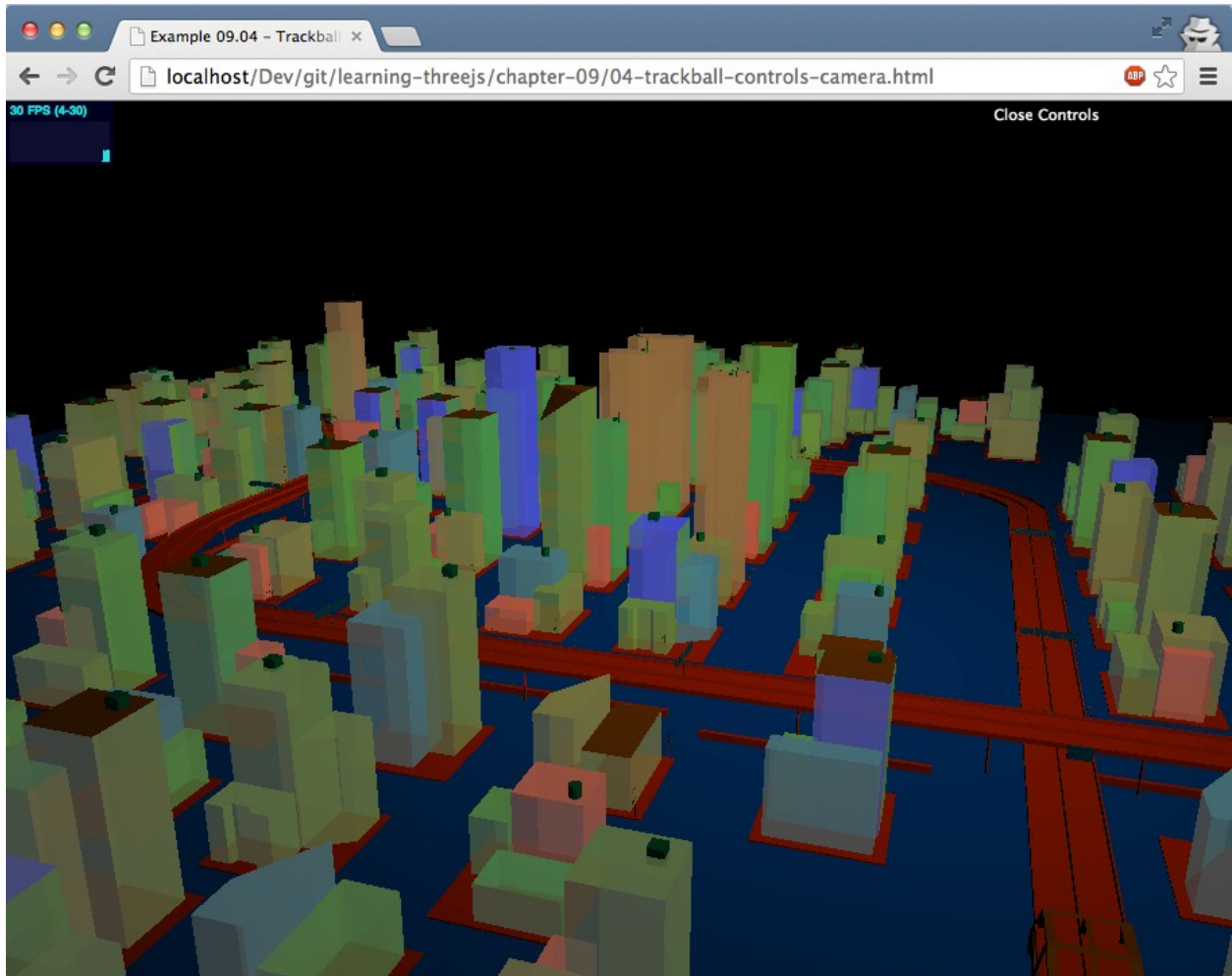


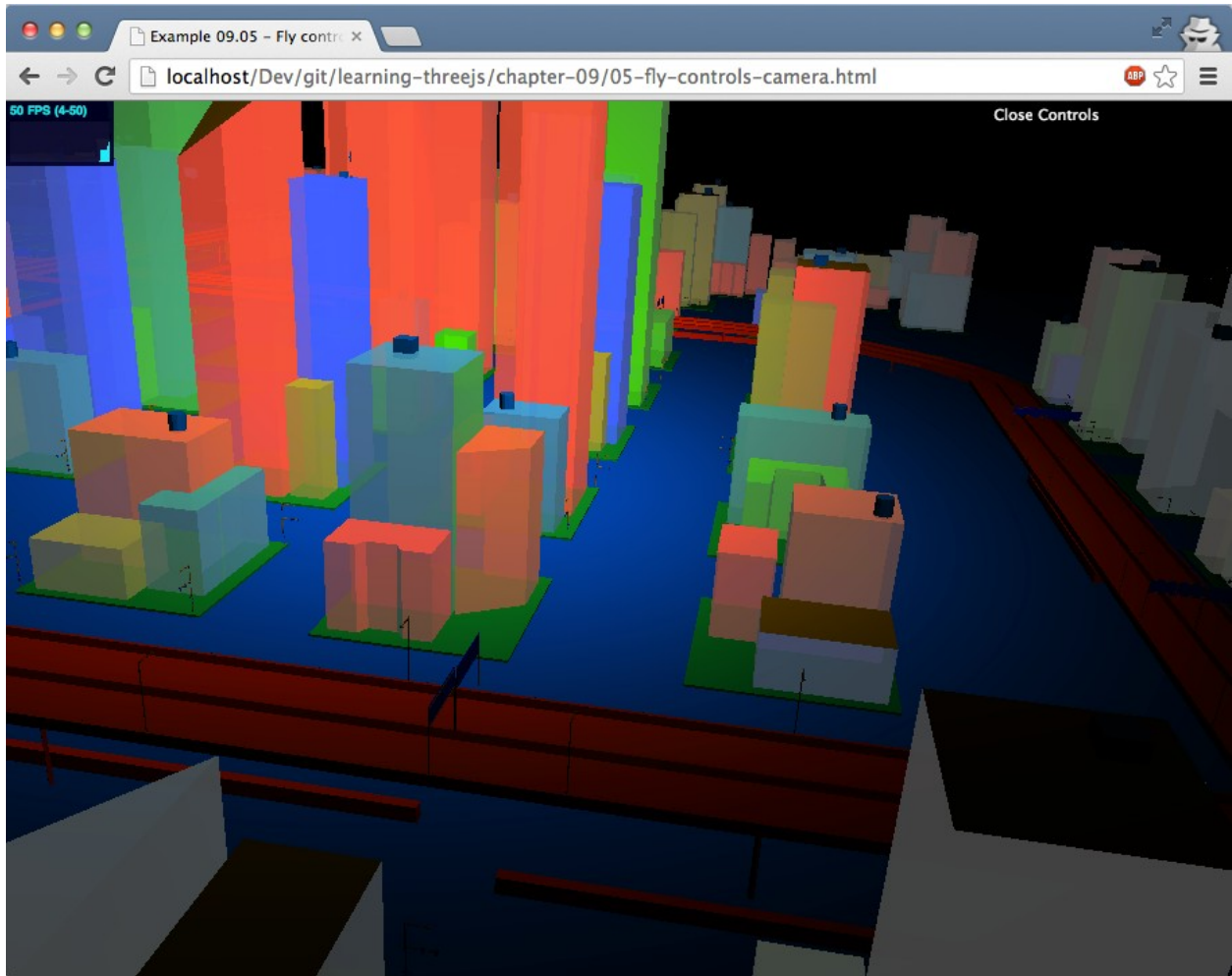
Chapter 9: Animations and Moving the Camera

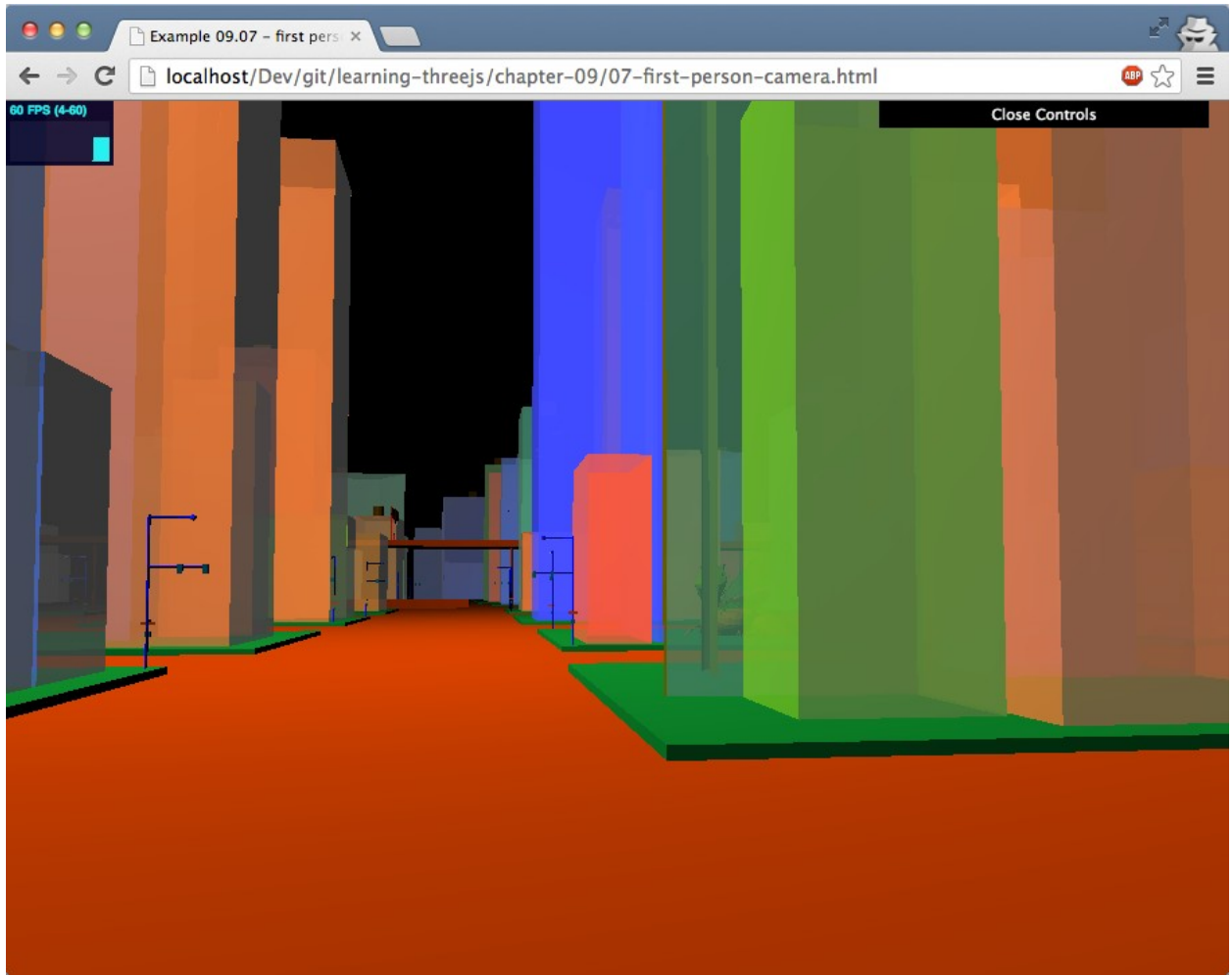


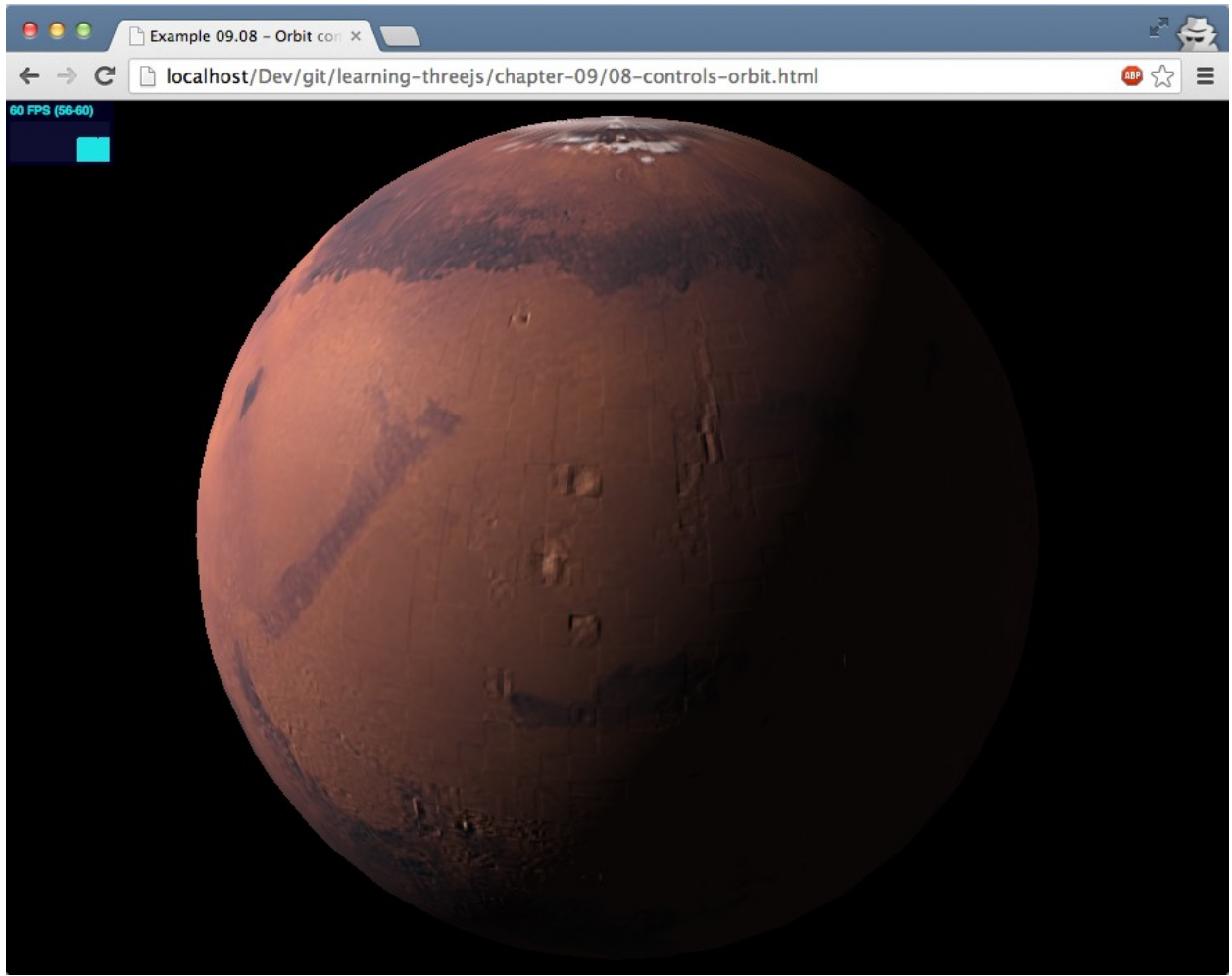


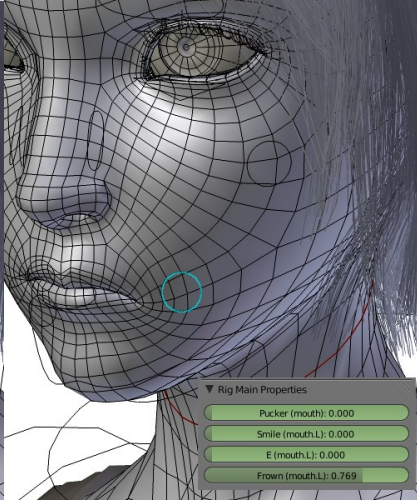
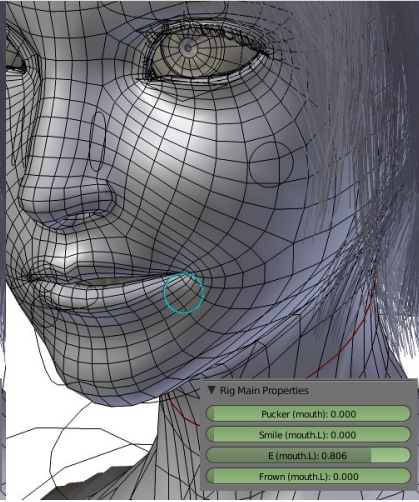
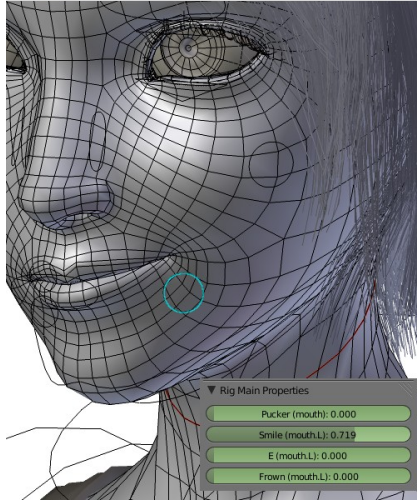
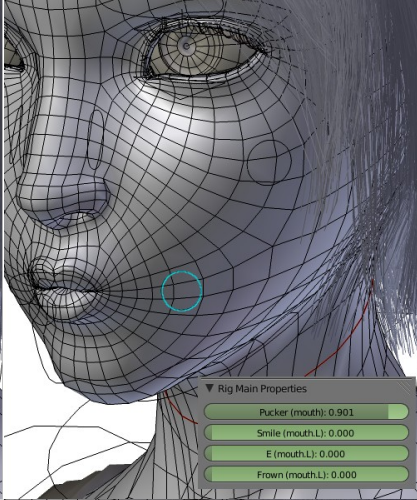
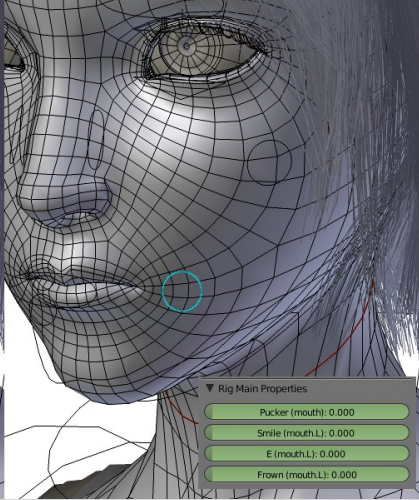
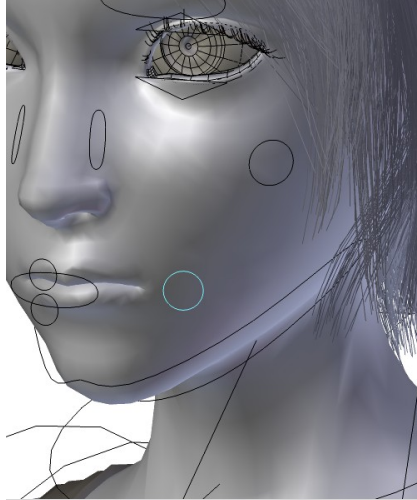


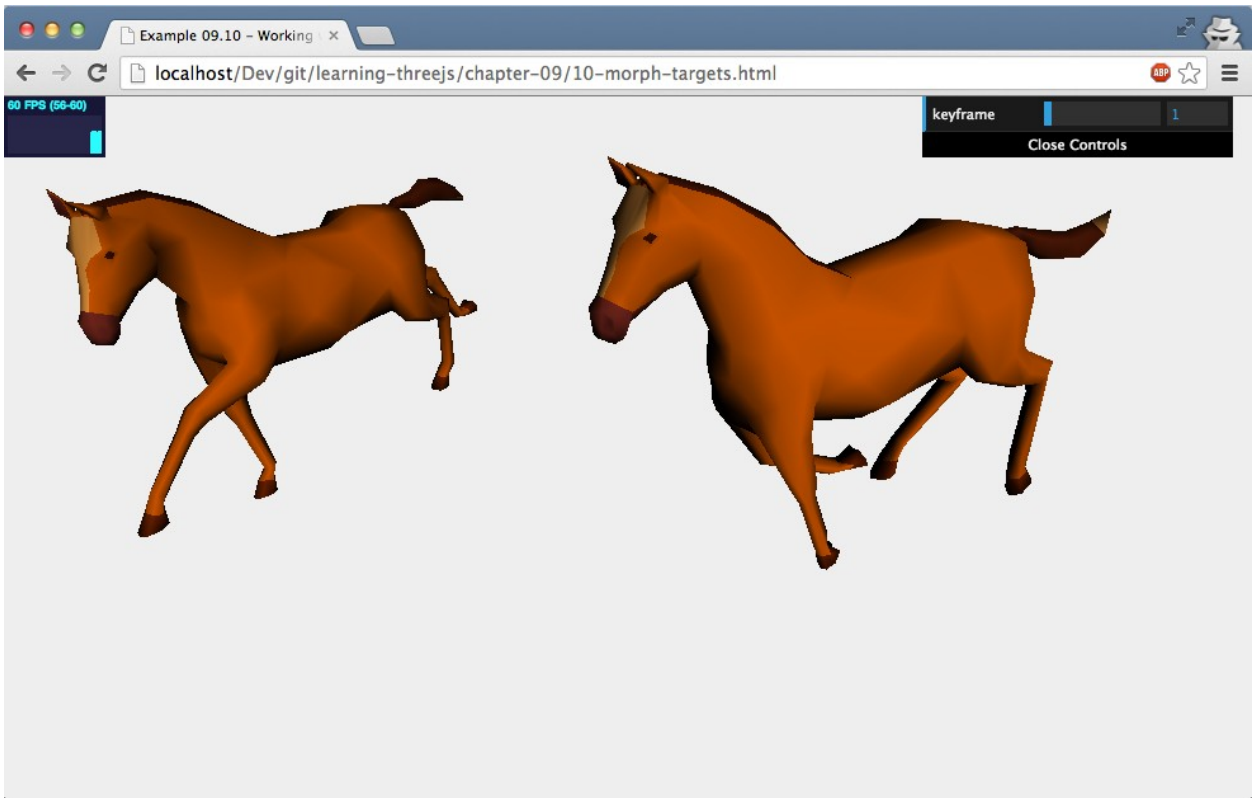
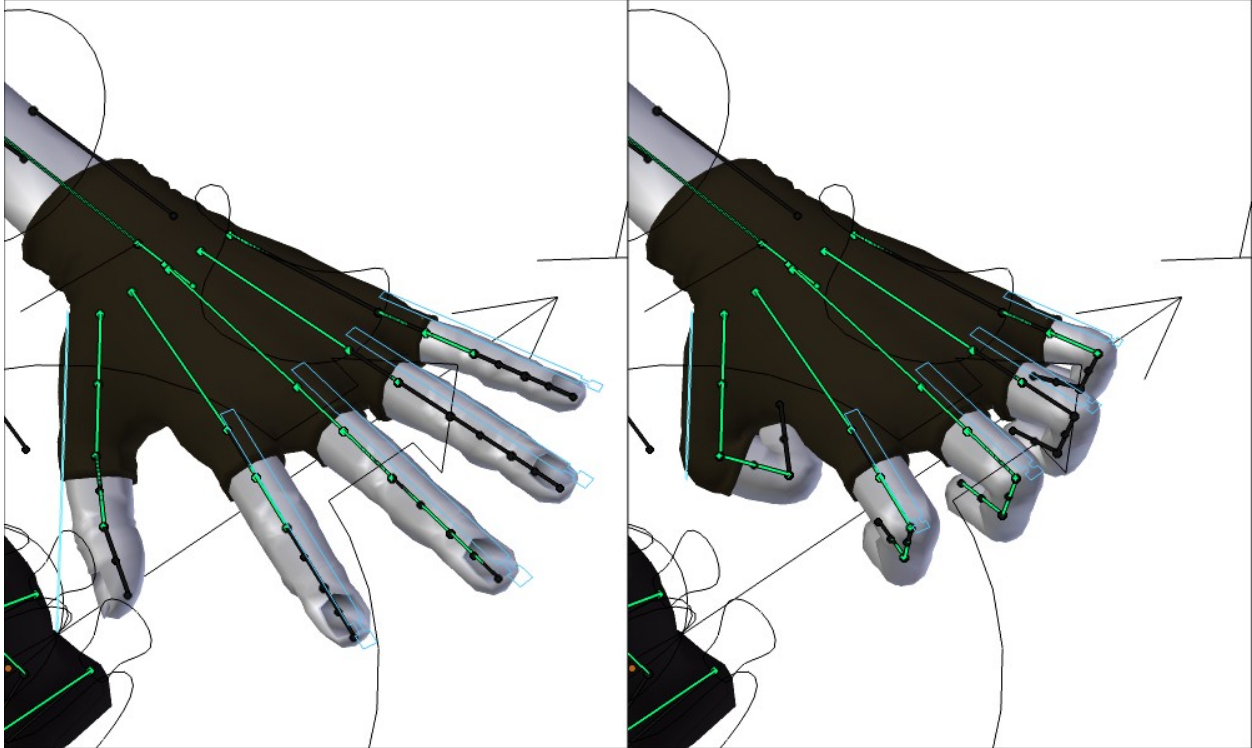


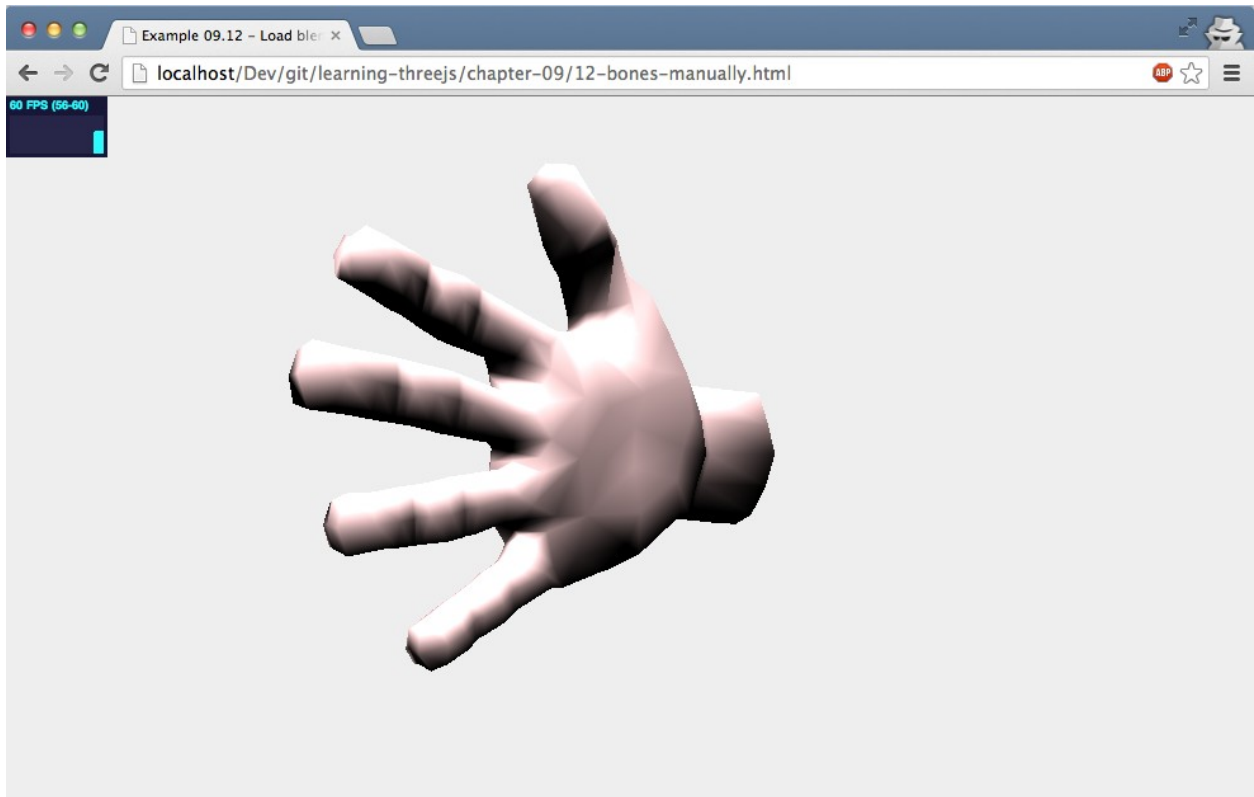
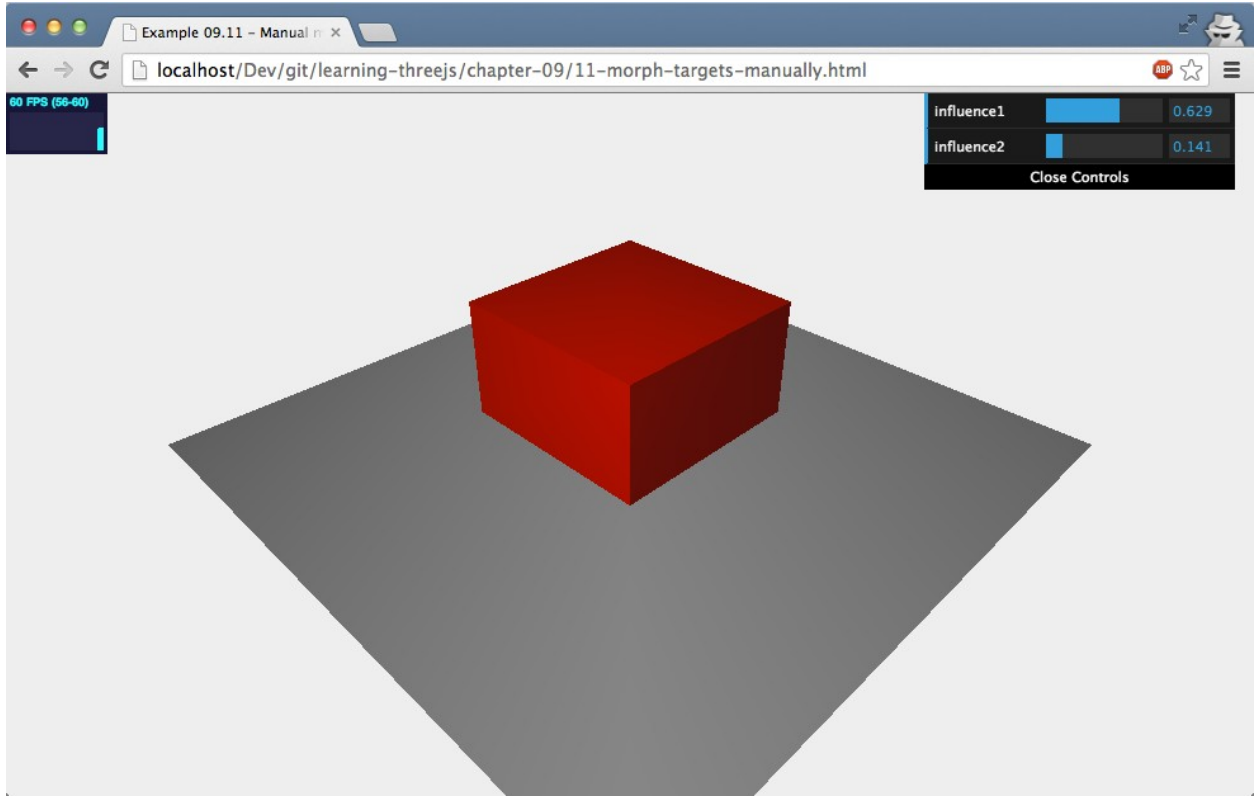














▼ Export Three.js

Geometry:

- Vertices Truncate
- Faces
- Normals
- Bones Skinning

Materials:

- UVs Colors
- Materials

Settings:

- Align model:
- Flip YZ

—— Experimental ——

Scene:

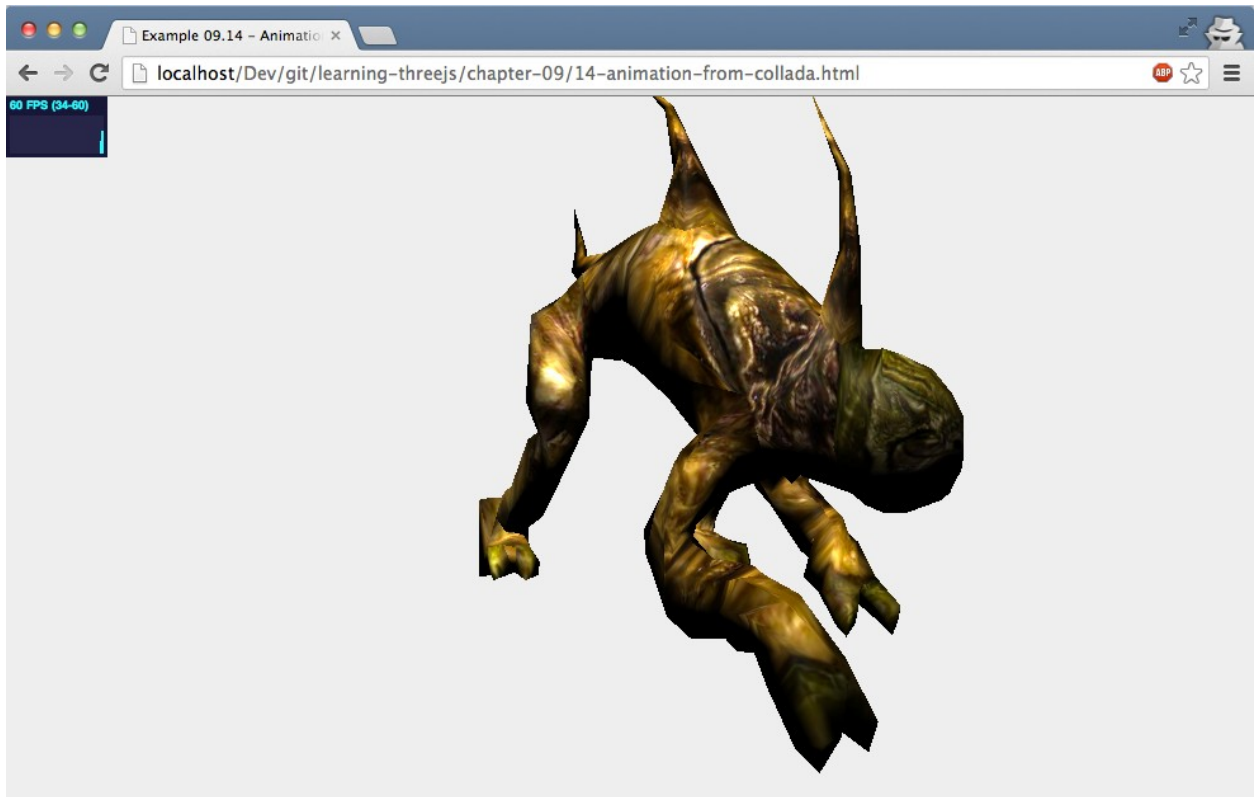
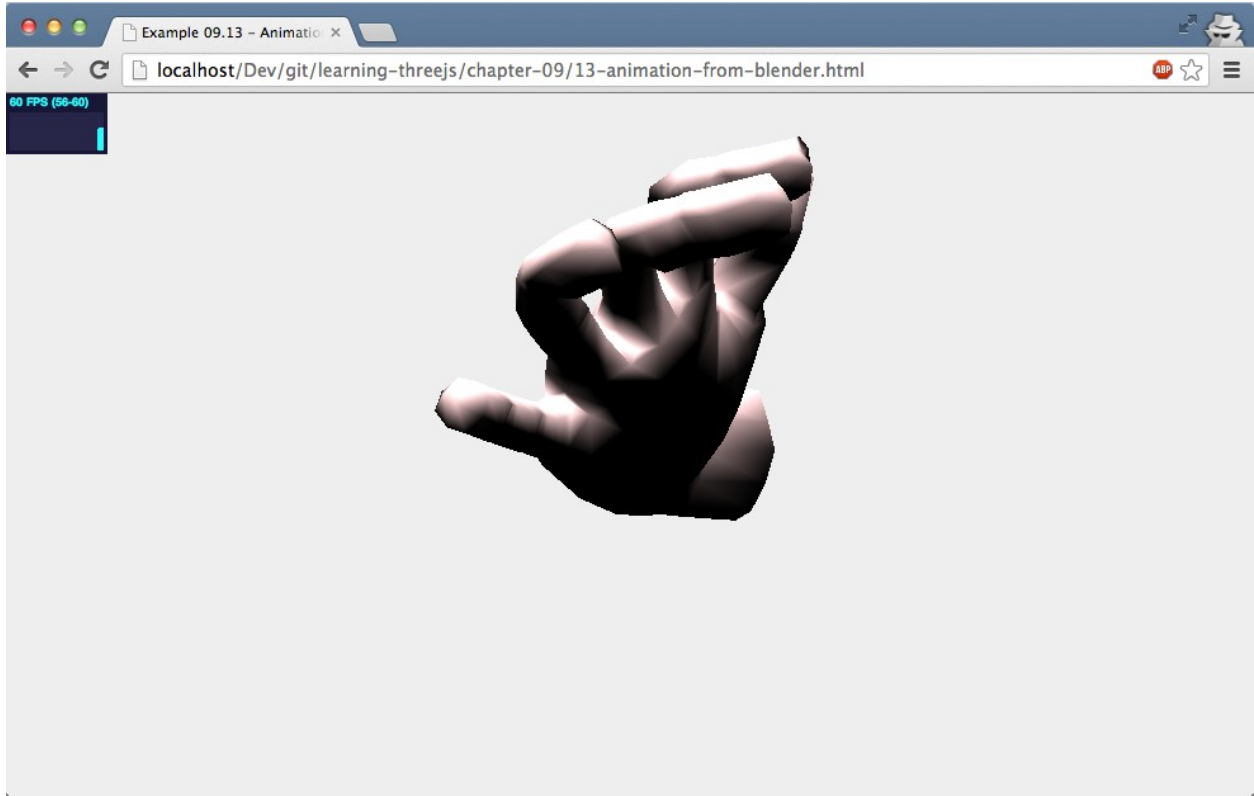
- Scene Embed meshes
- Lights Cameras

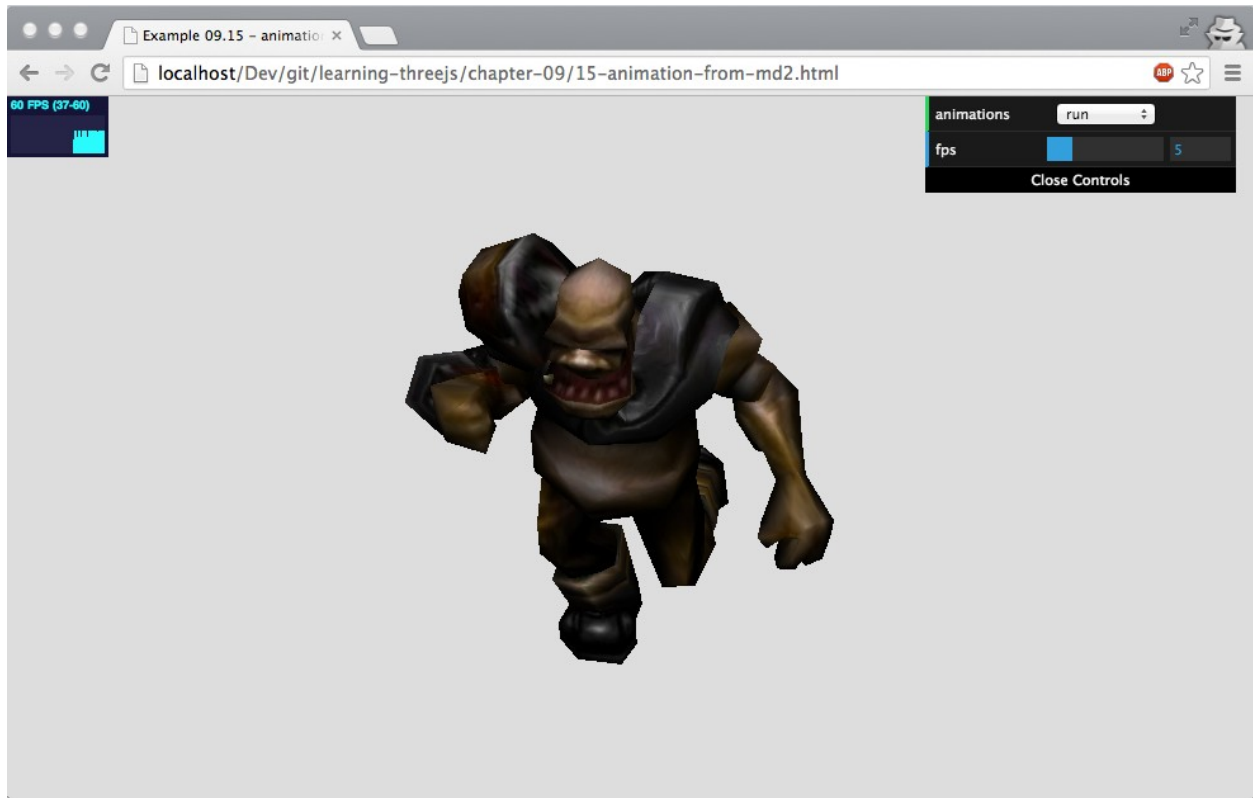
Animation:

- Morph animation
- Skeletal animation

Settings:

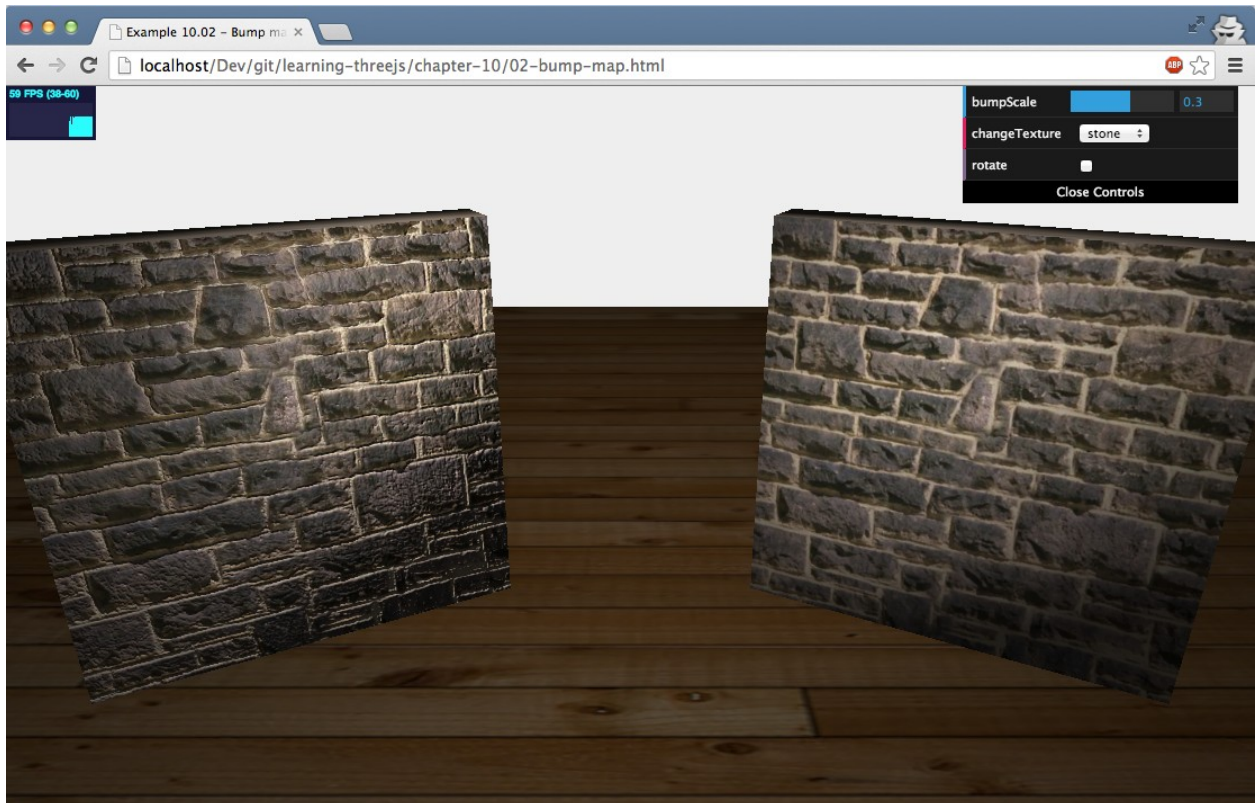
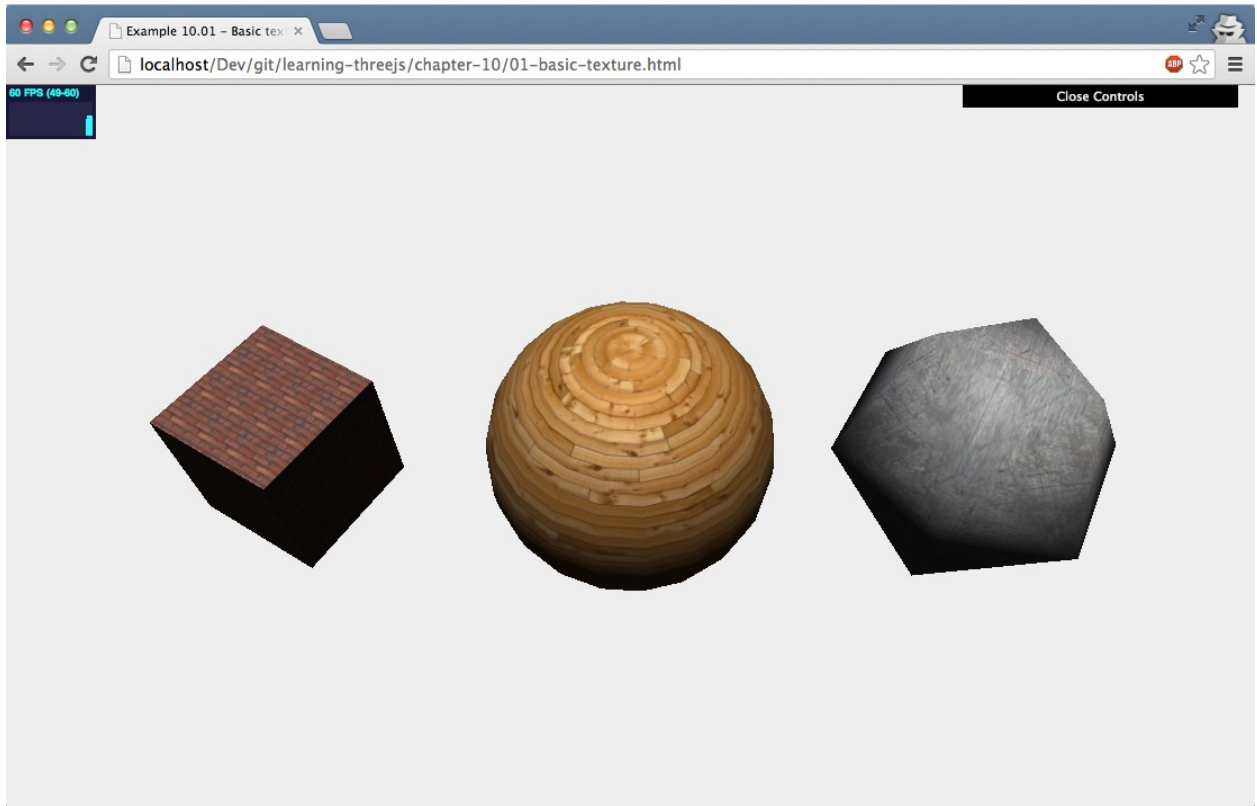
- All meshes
- Copy textures
- HTML as url base

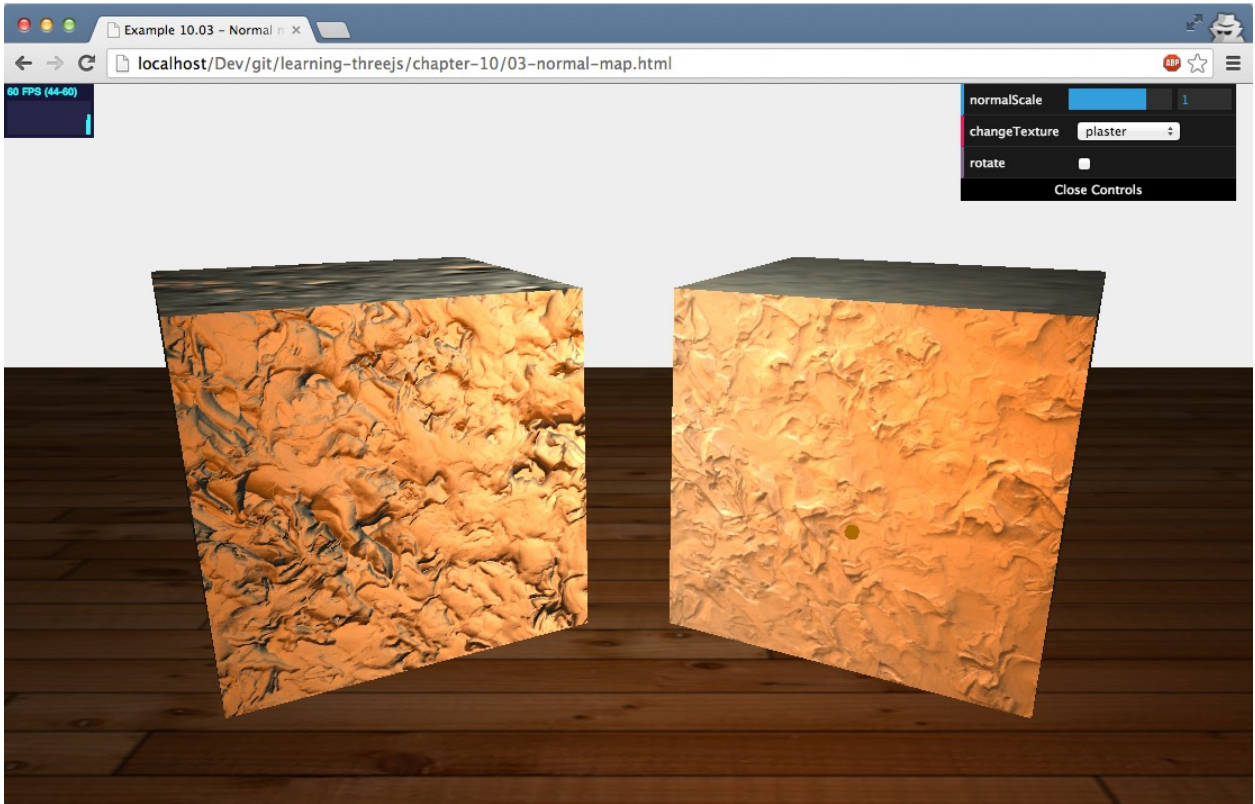


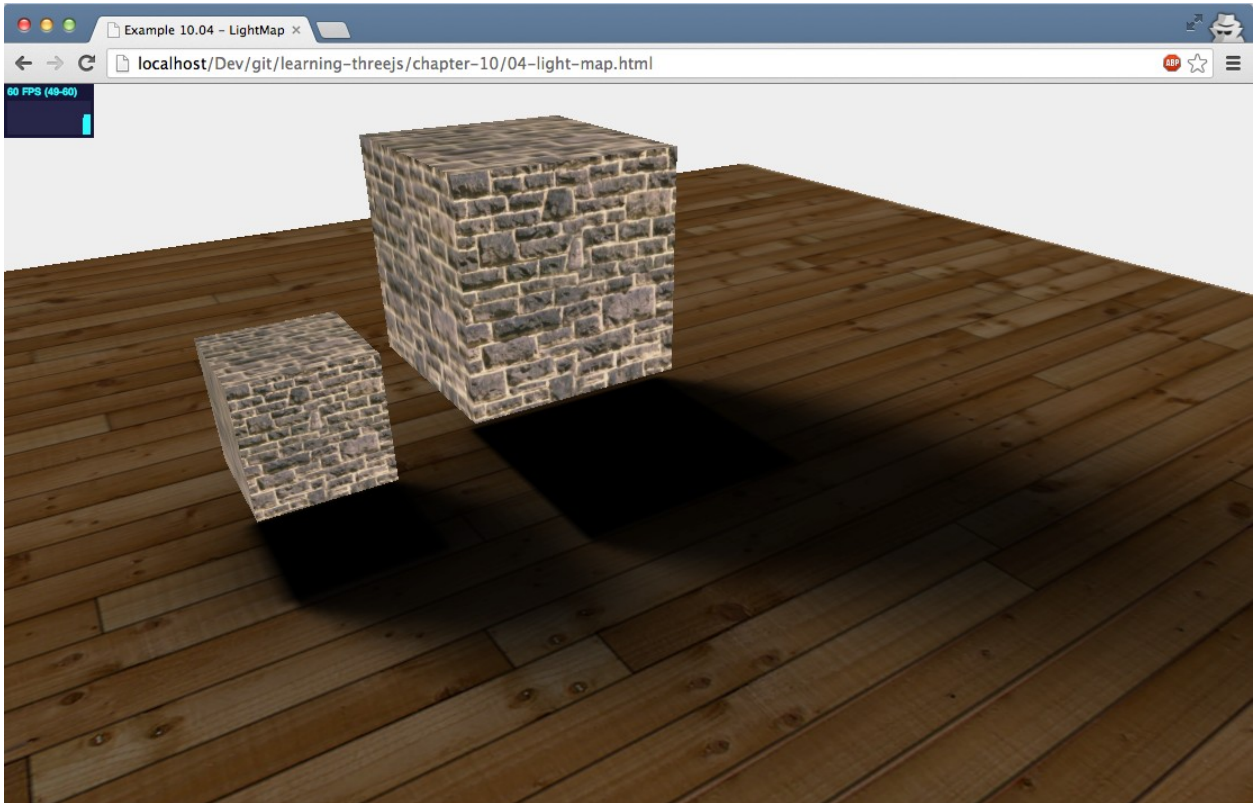
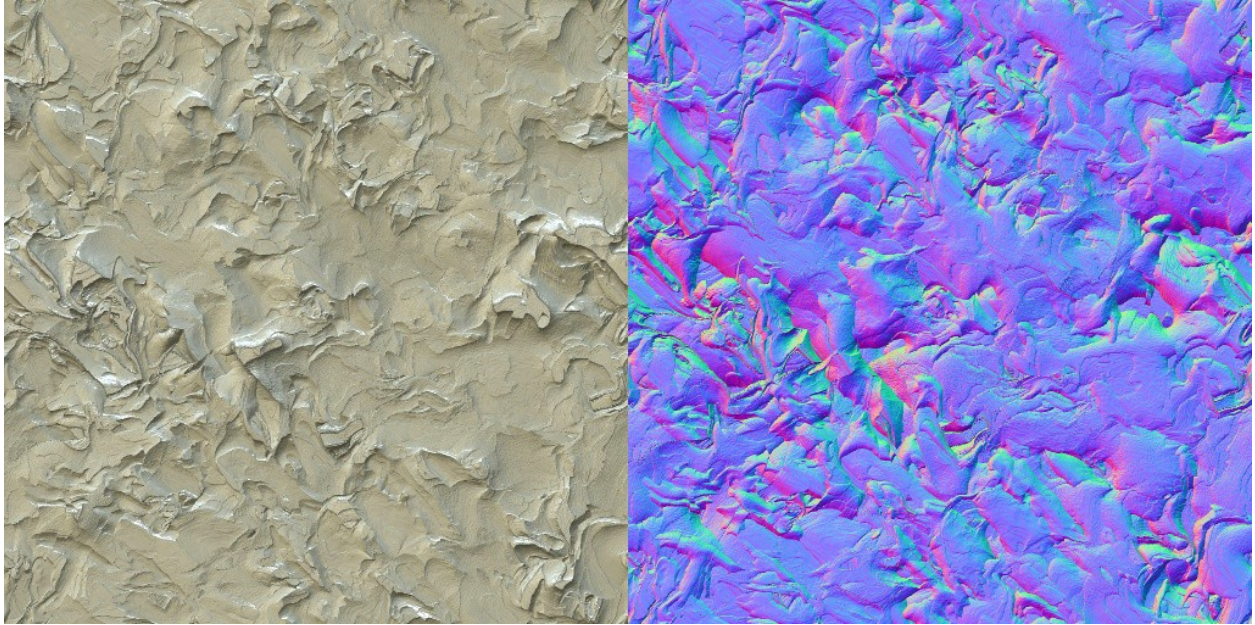


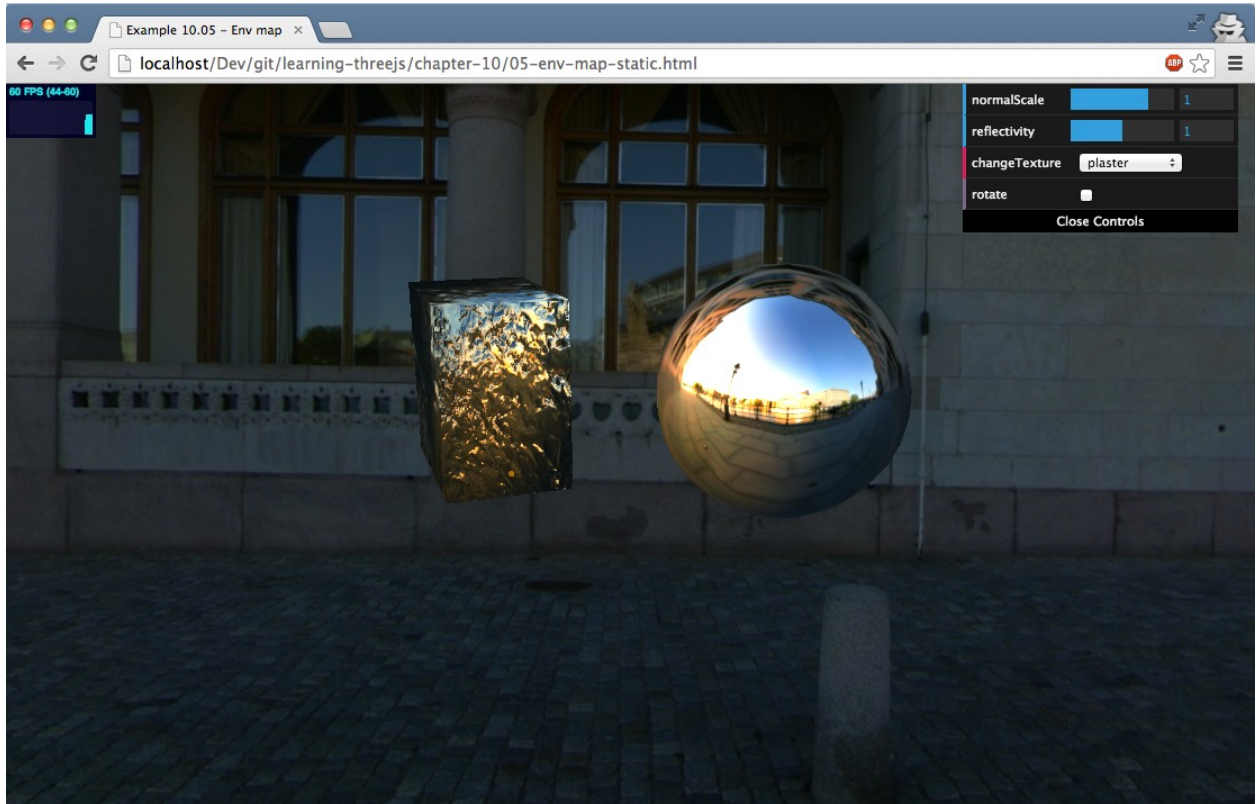
Chapter 10: Loading and Working with Textures

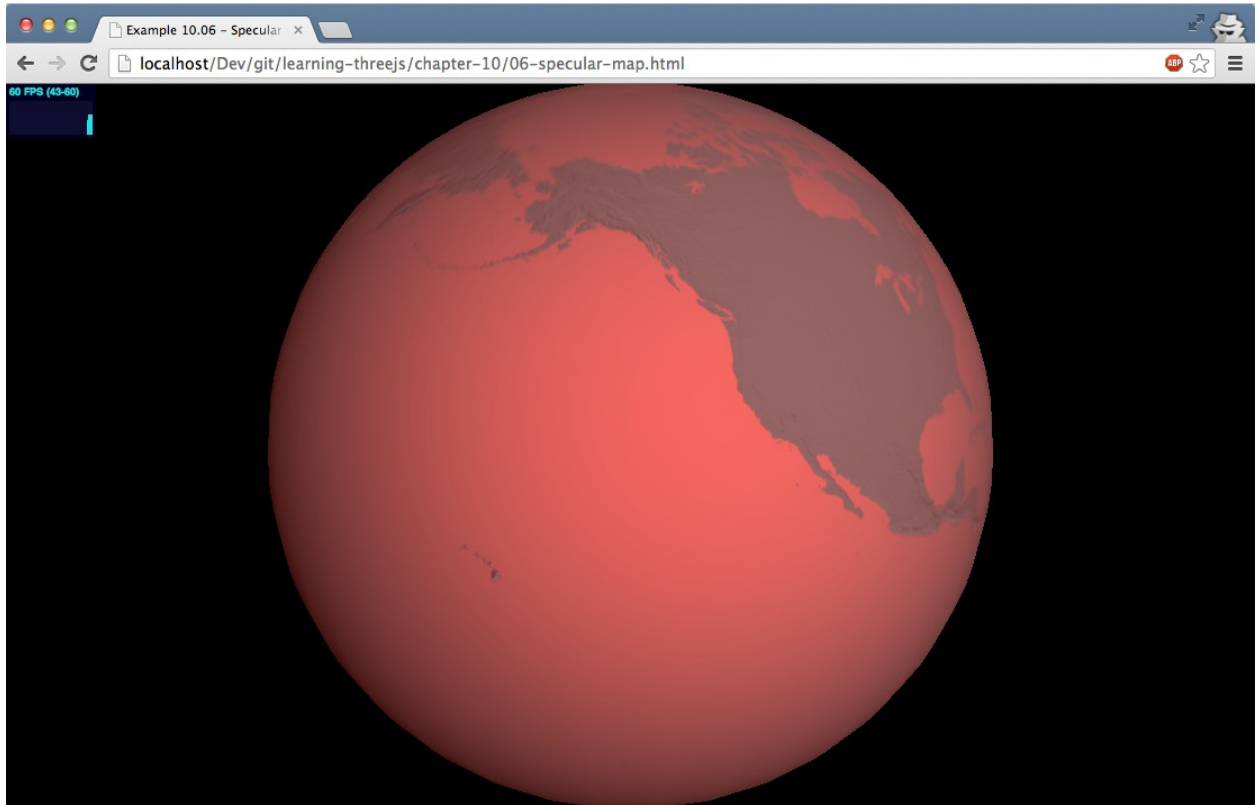
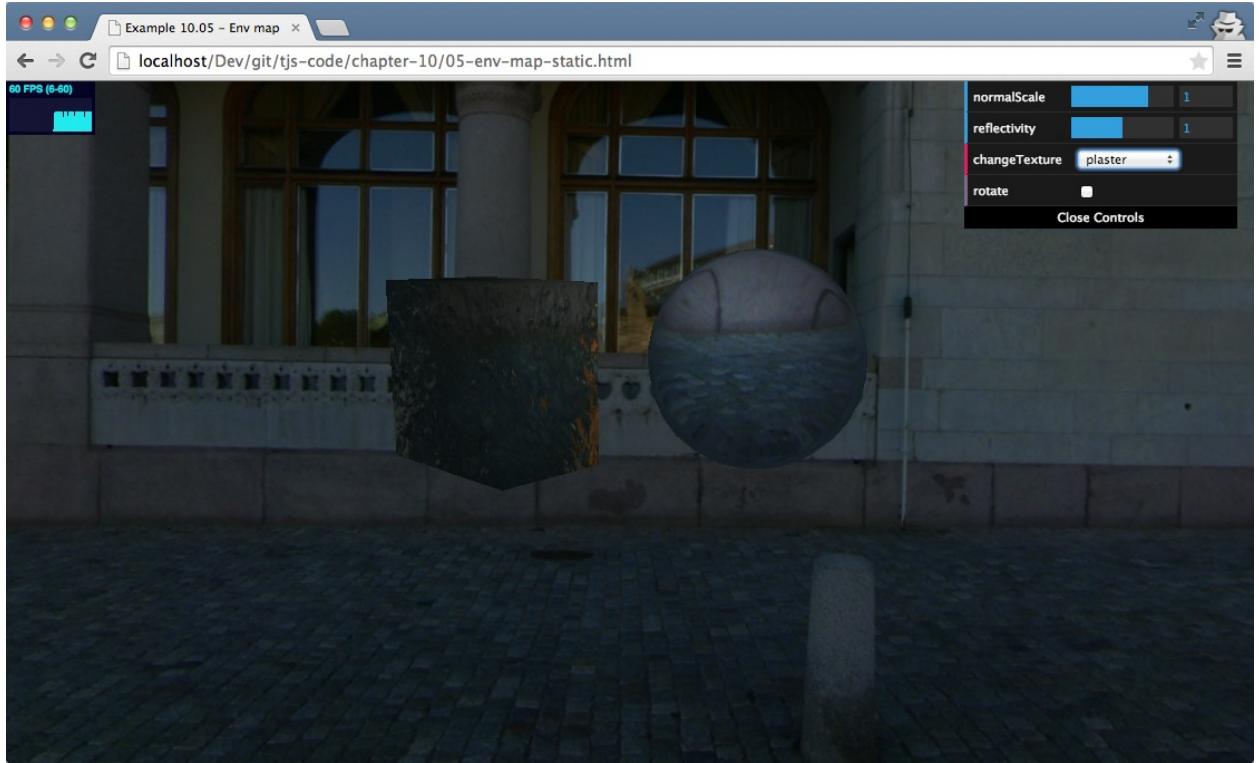


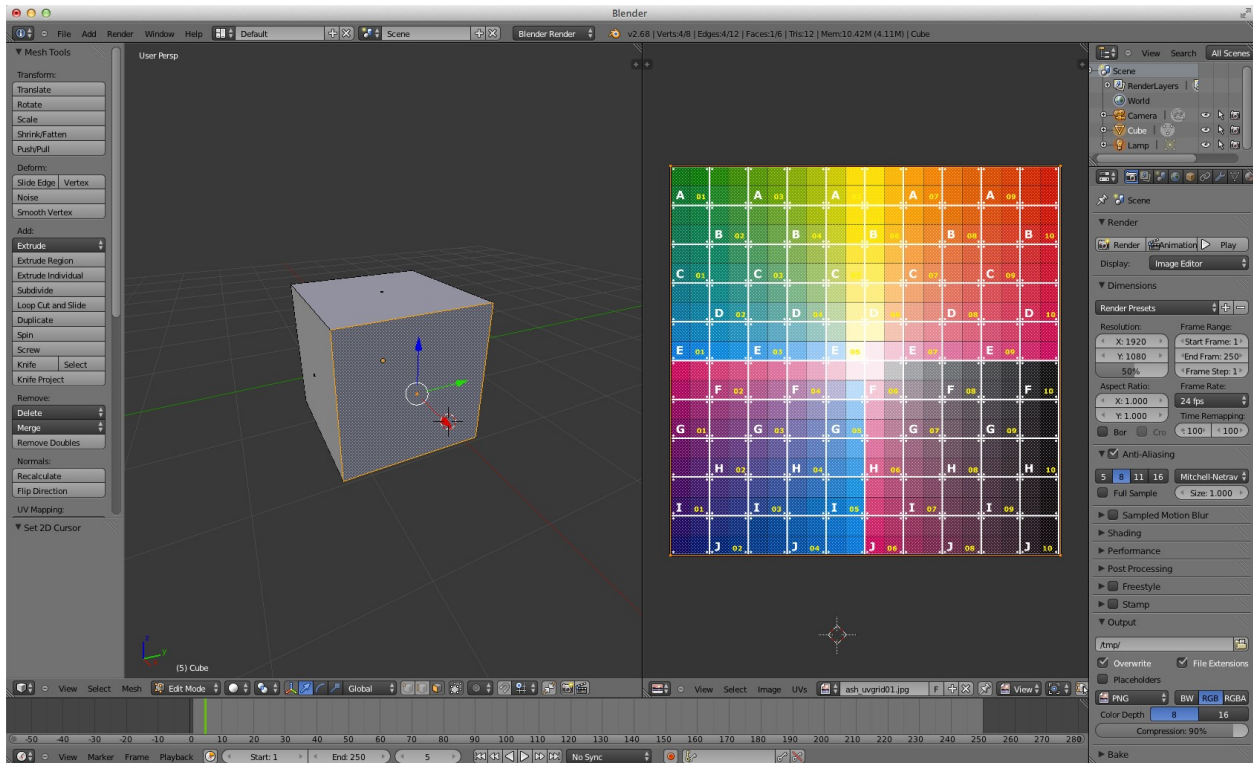


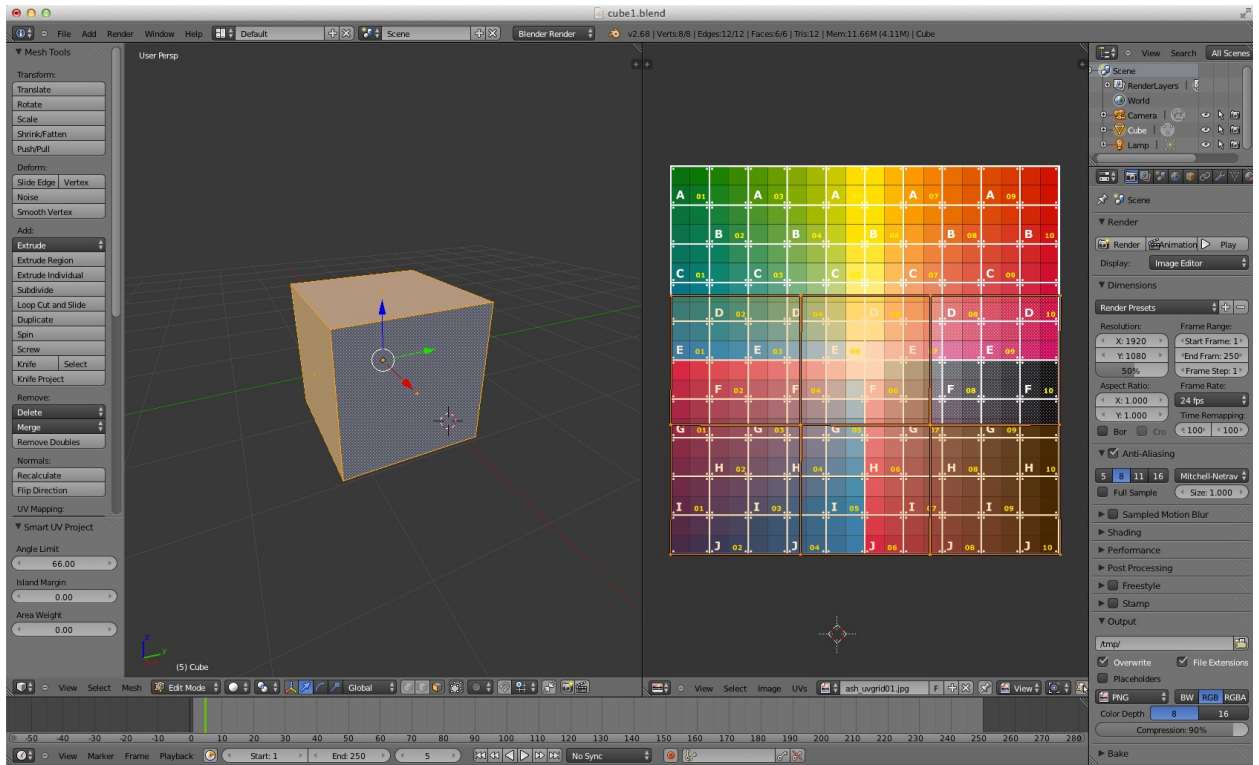
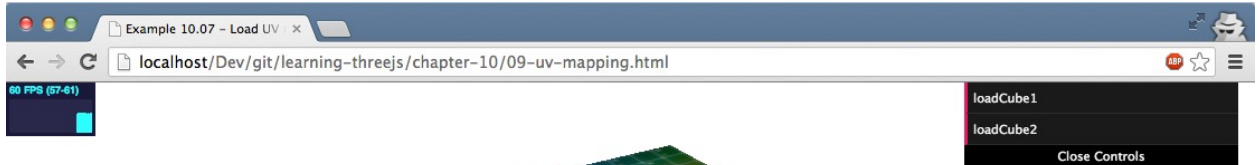


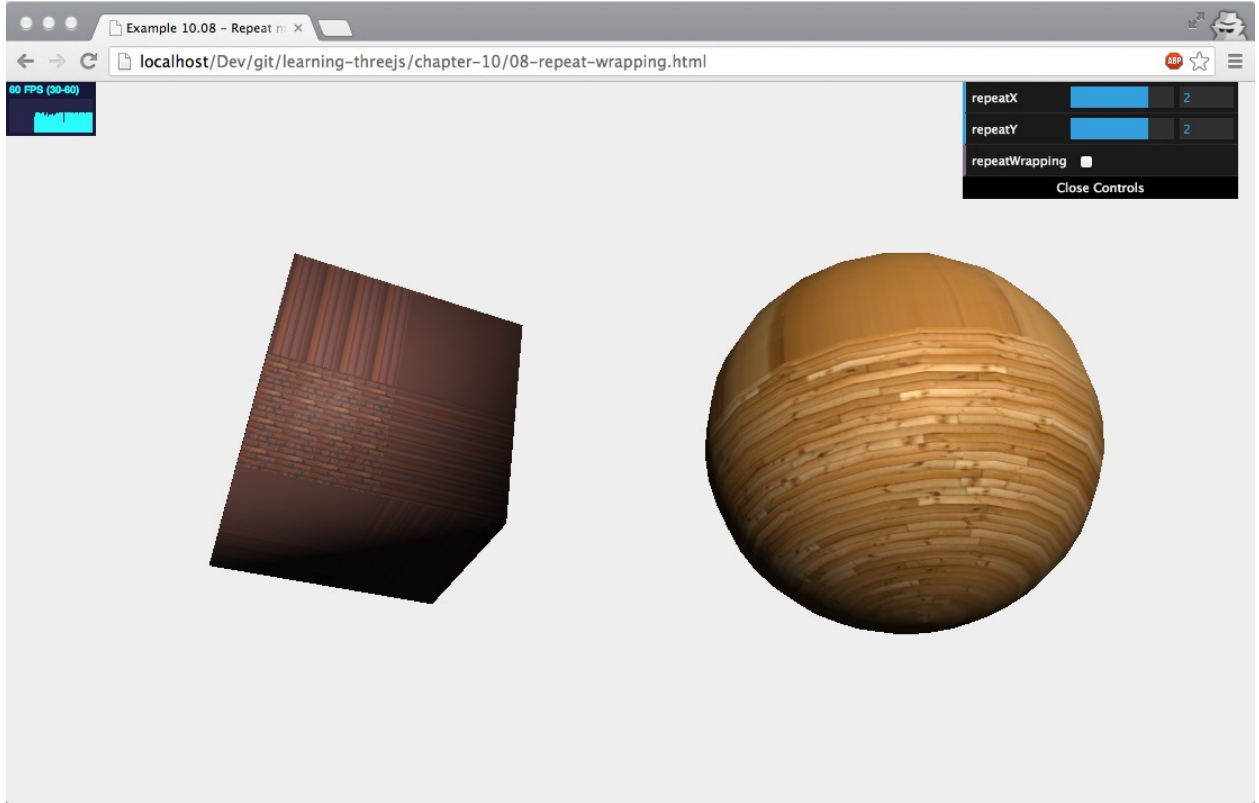


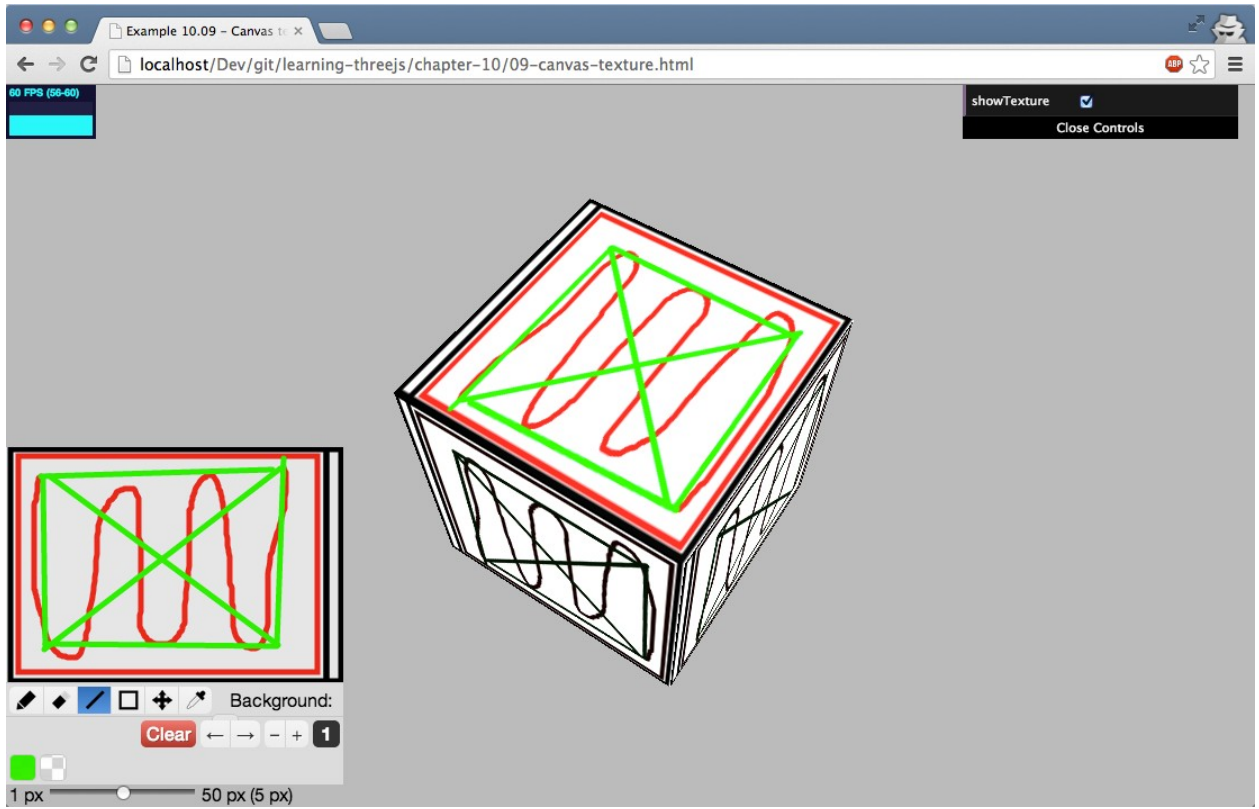
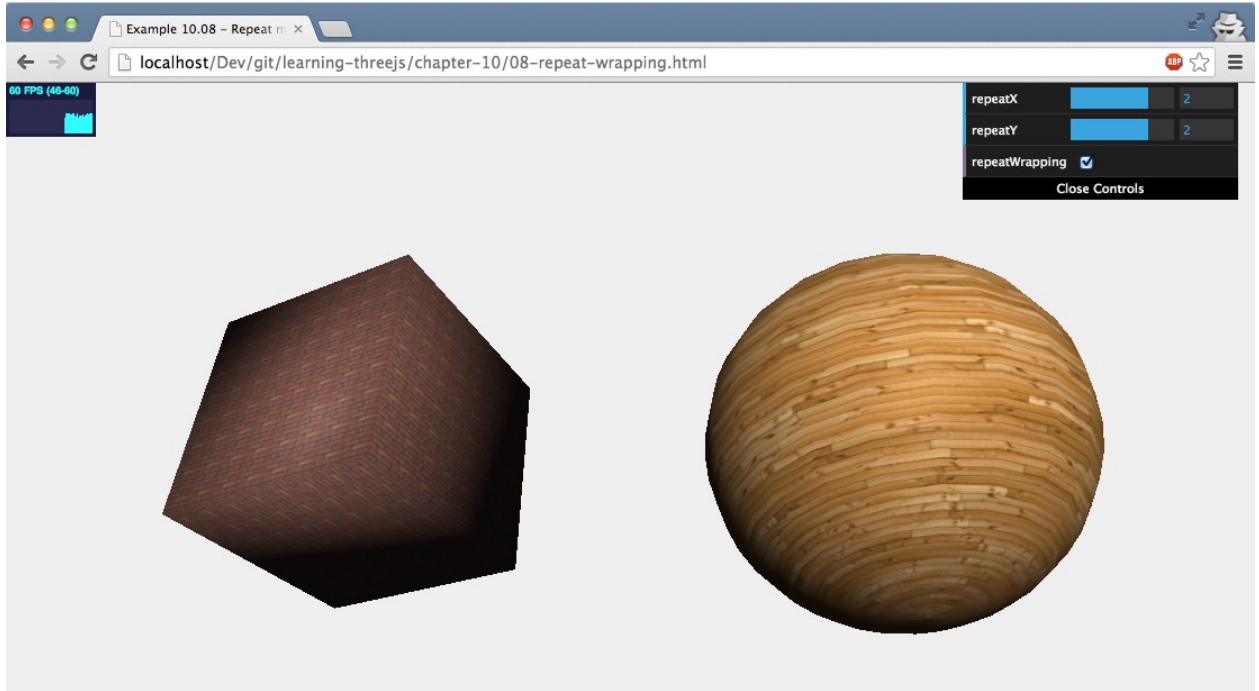


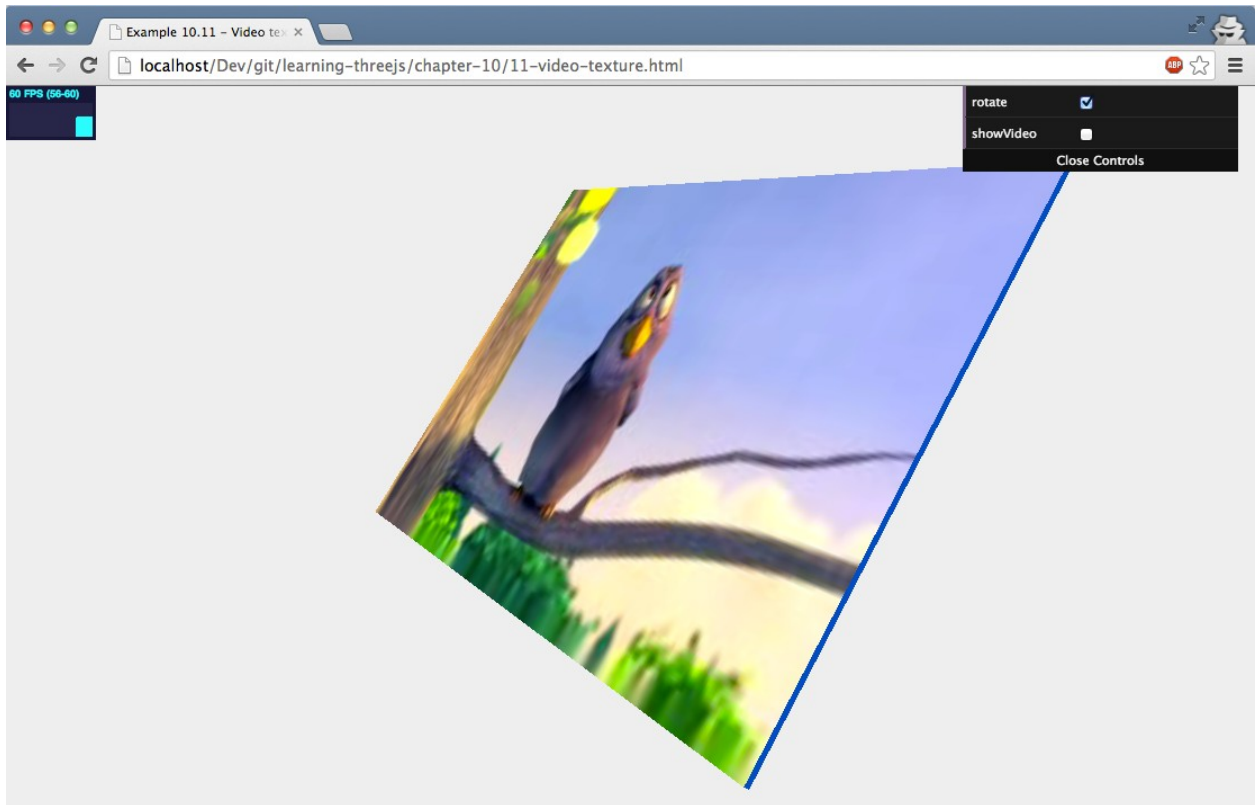
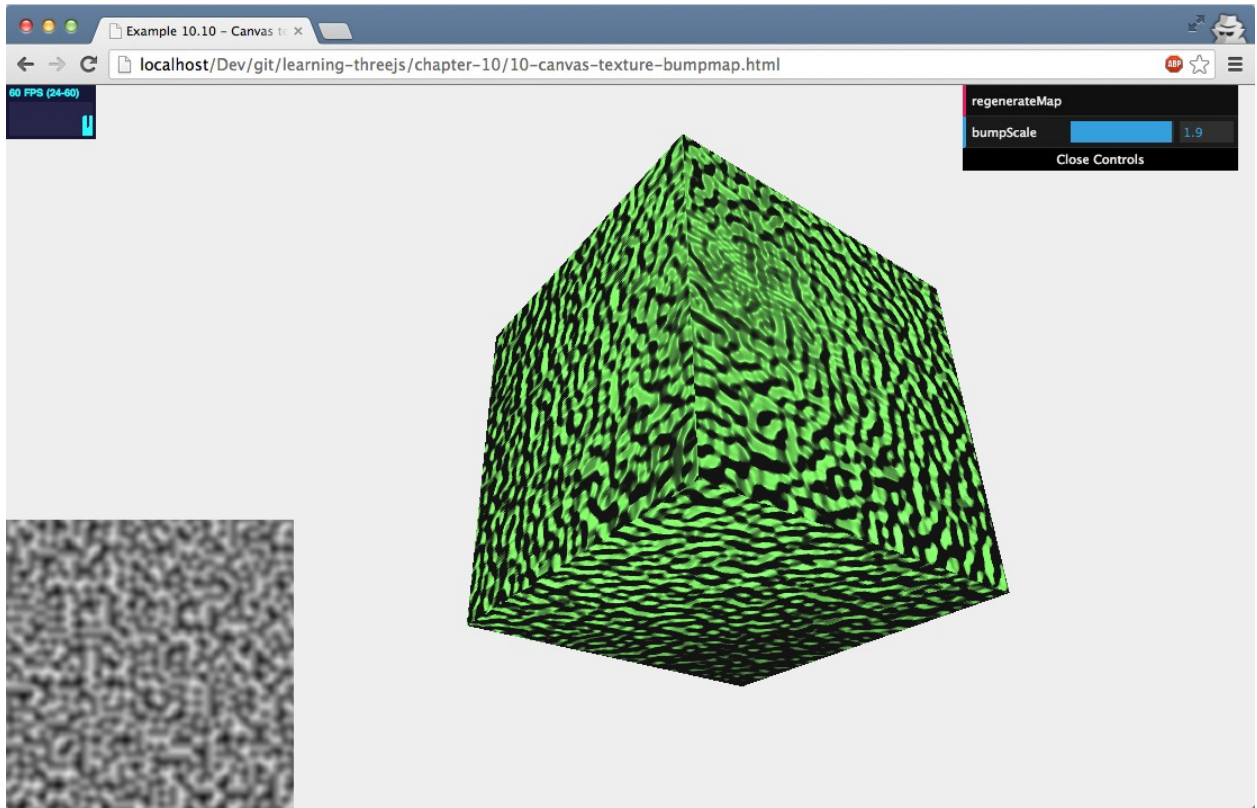


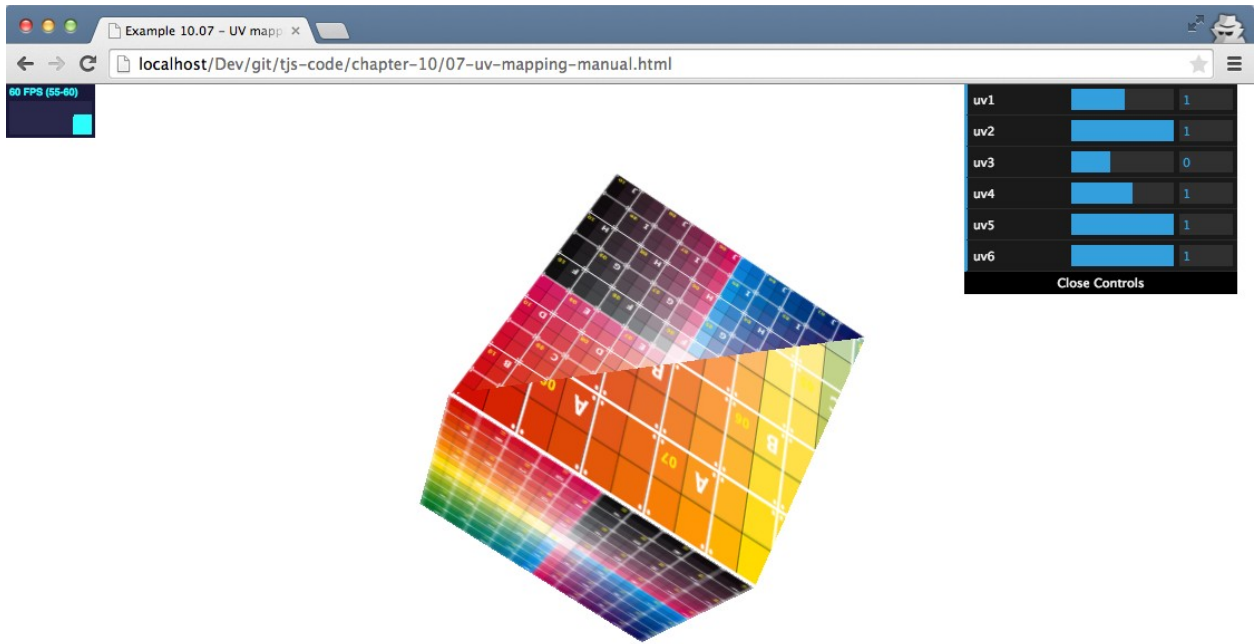
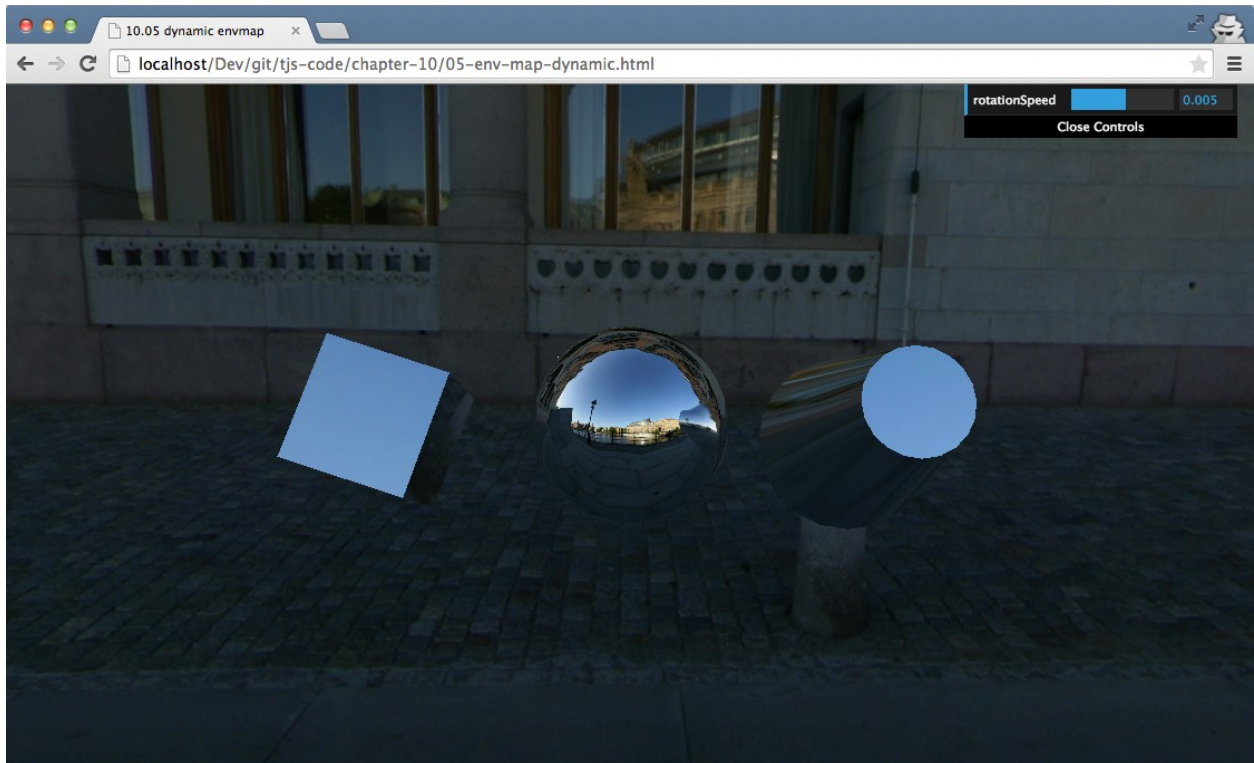




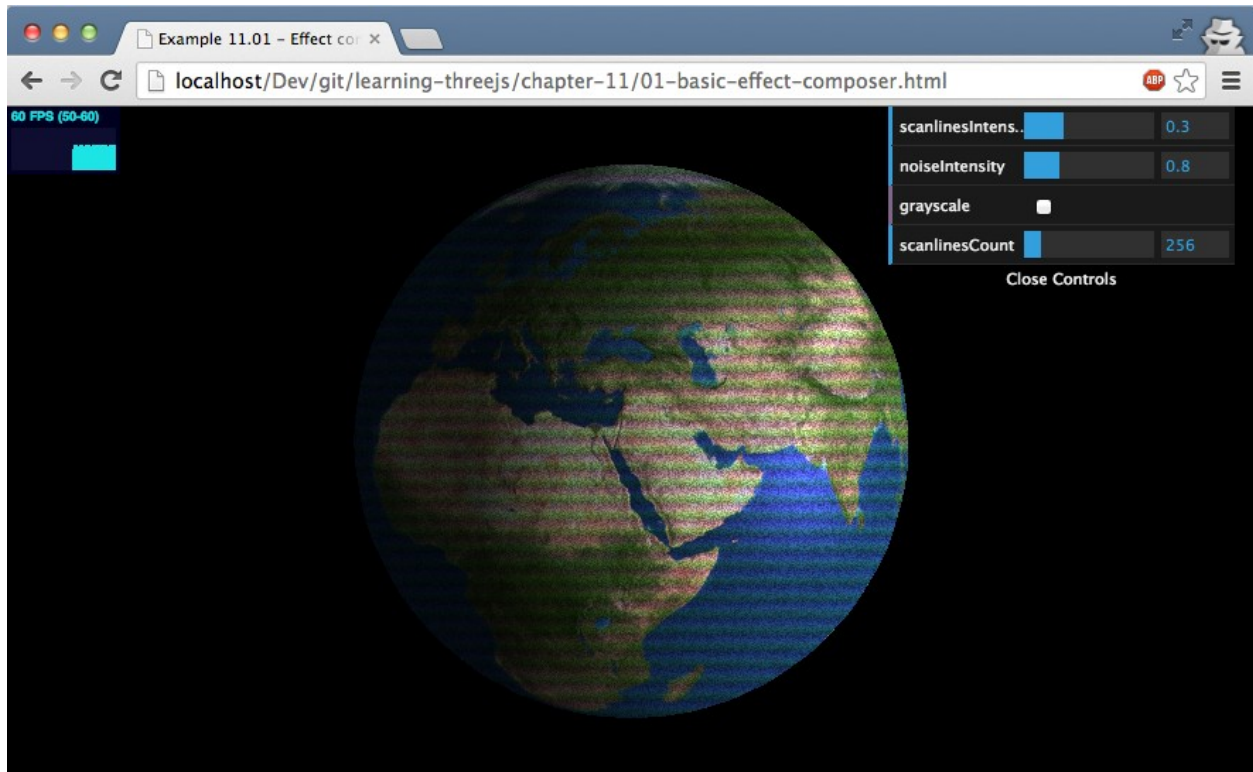


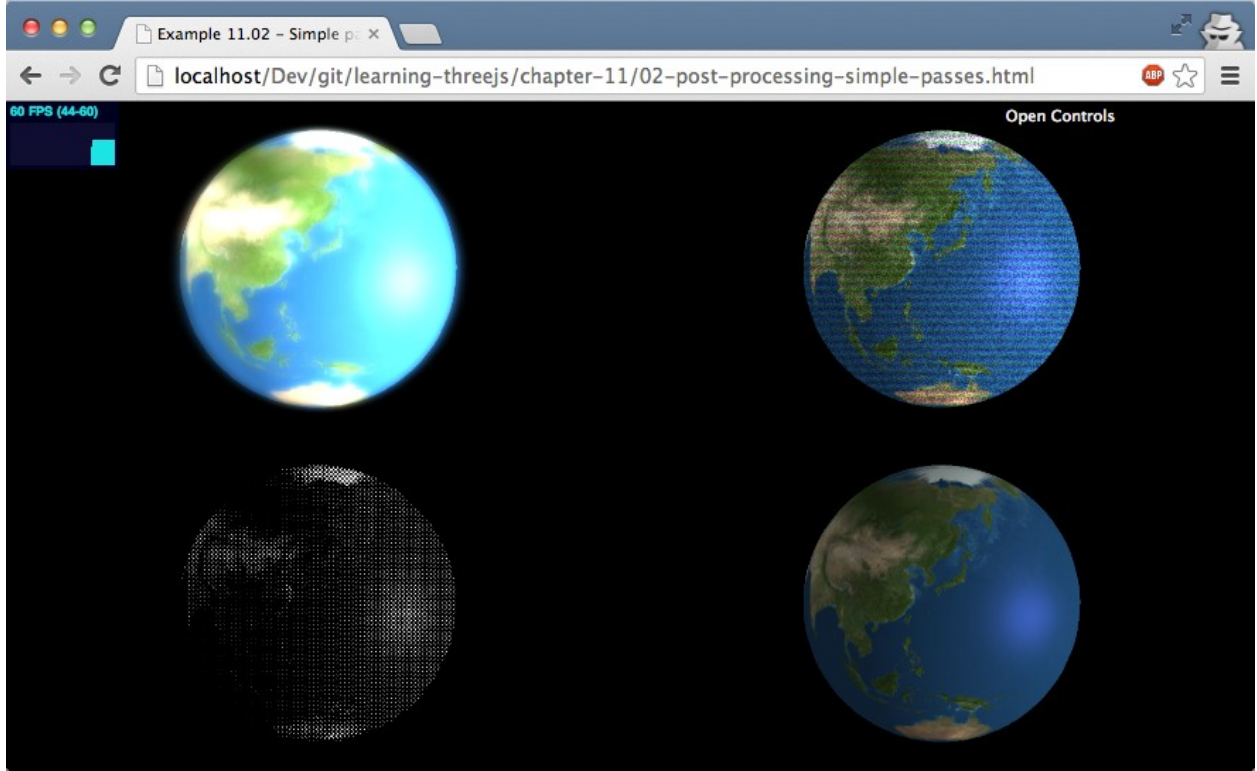


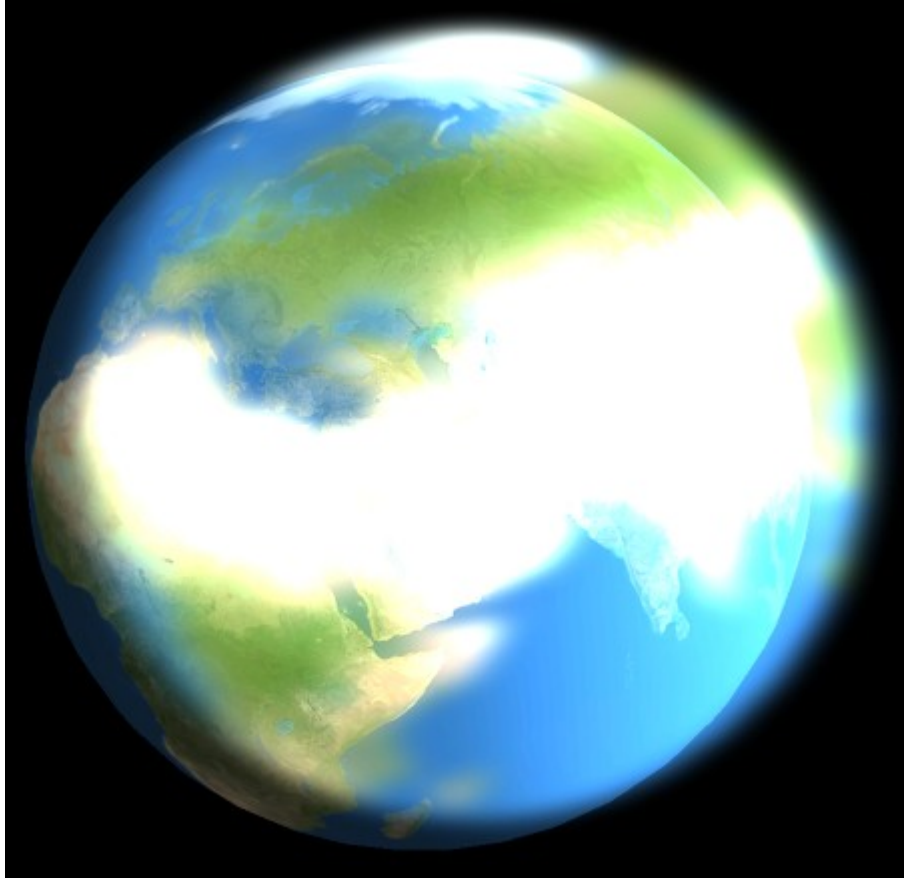


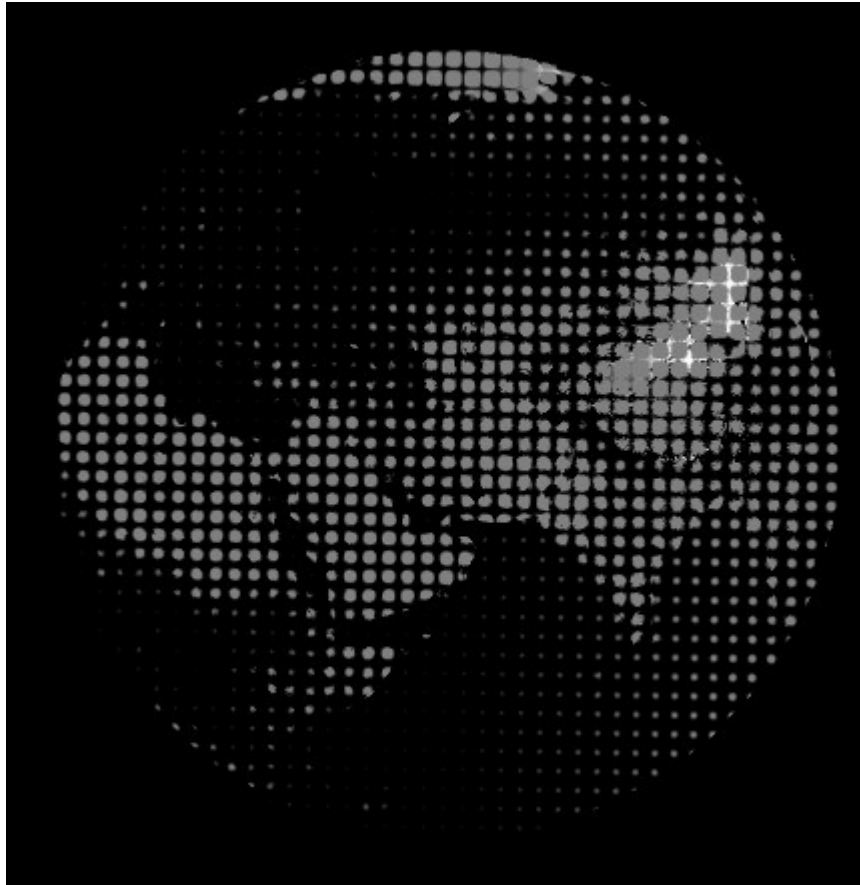


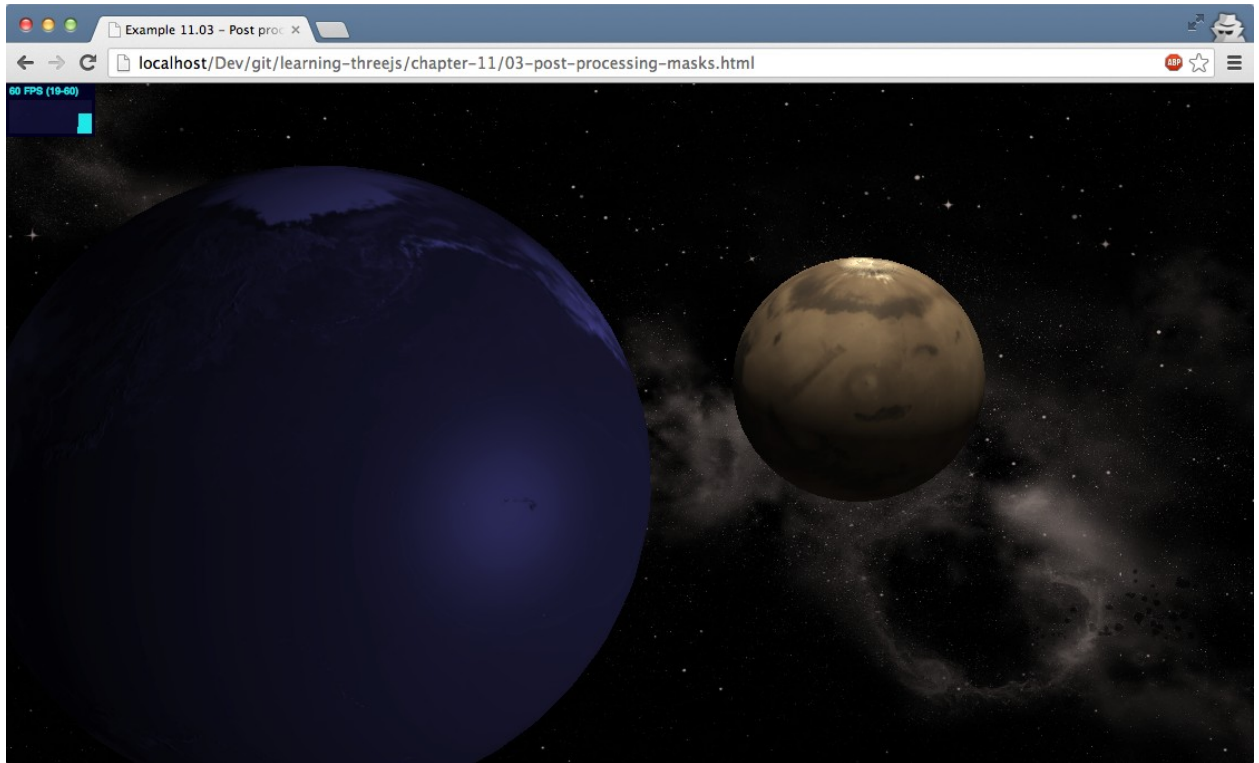
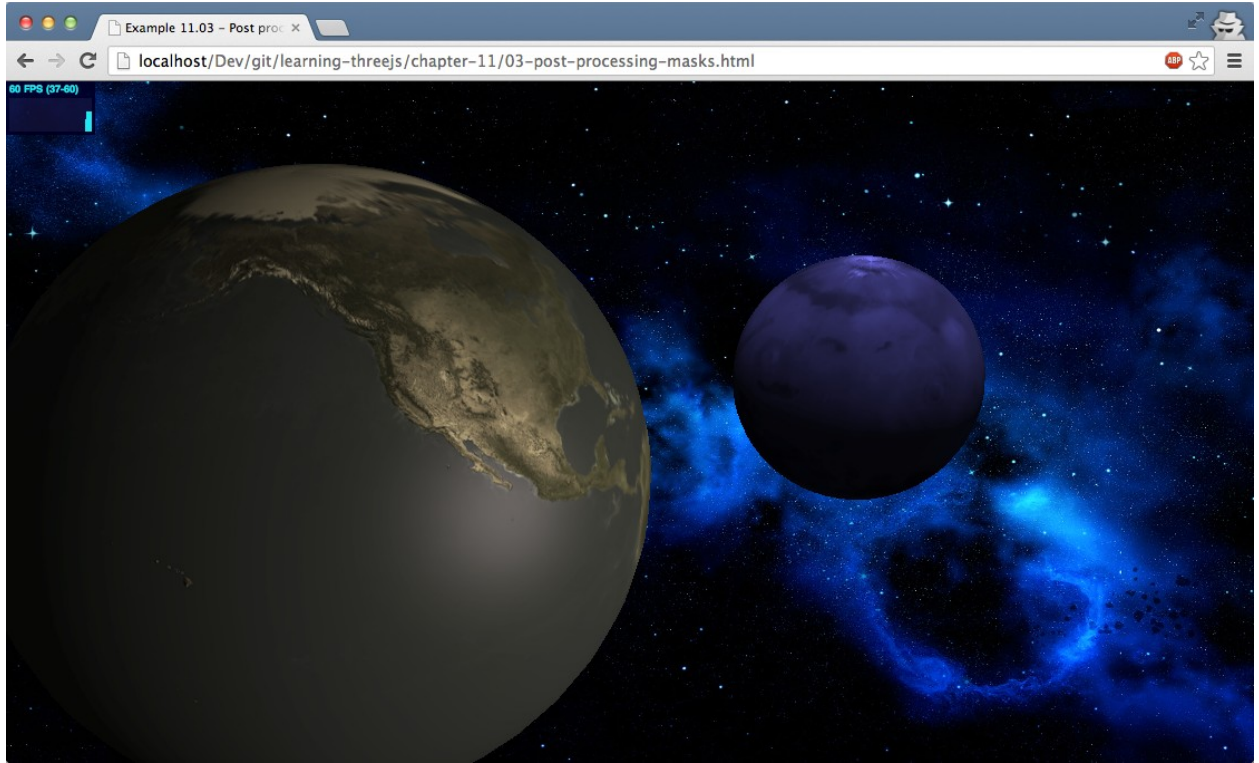
Chapter 11: Custom Shaders and Render Postprocessing

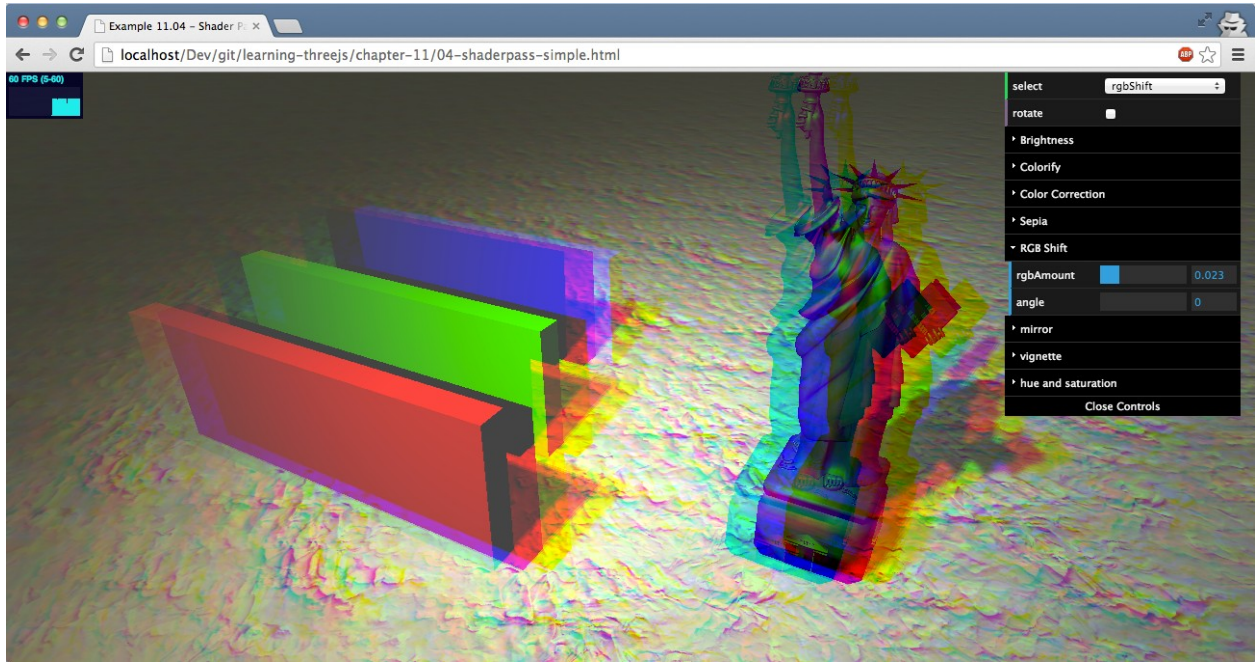
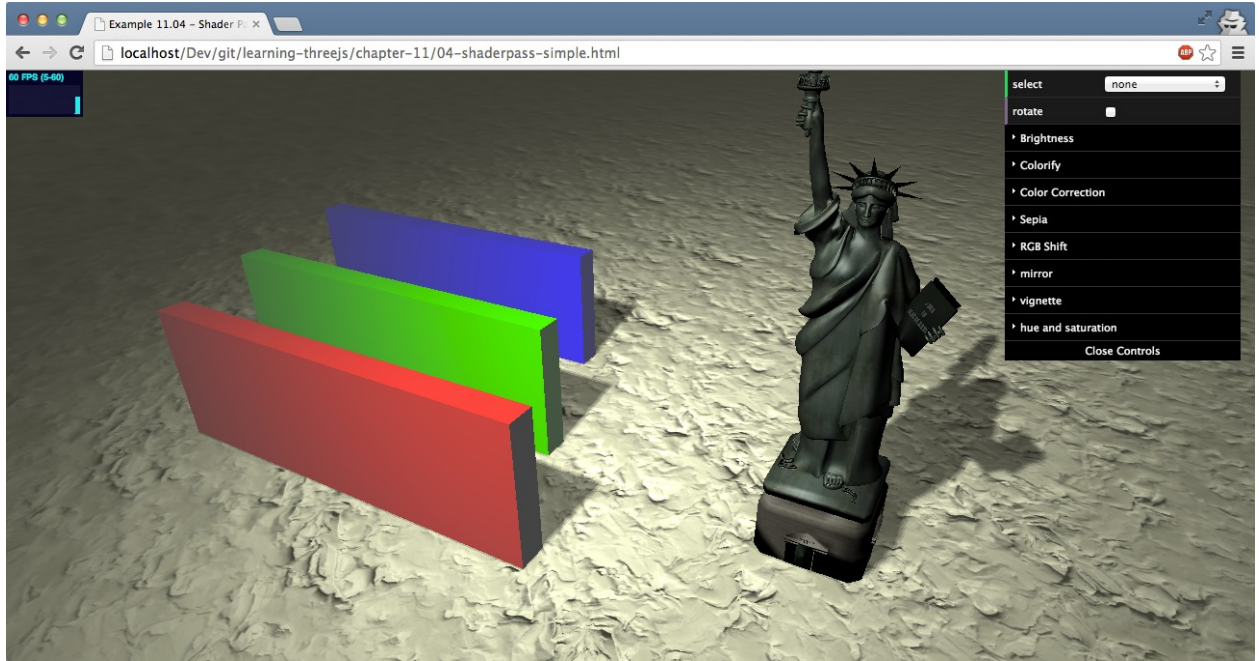


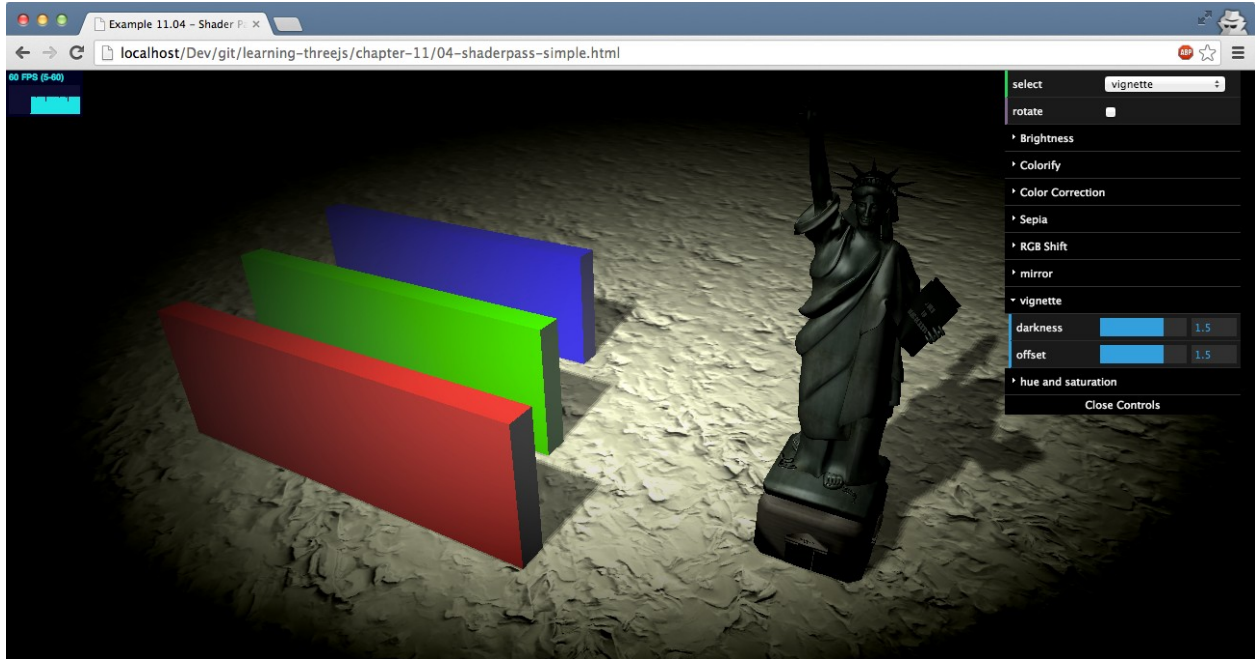


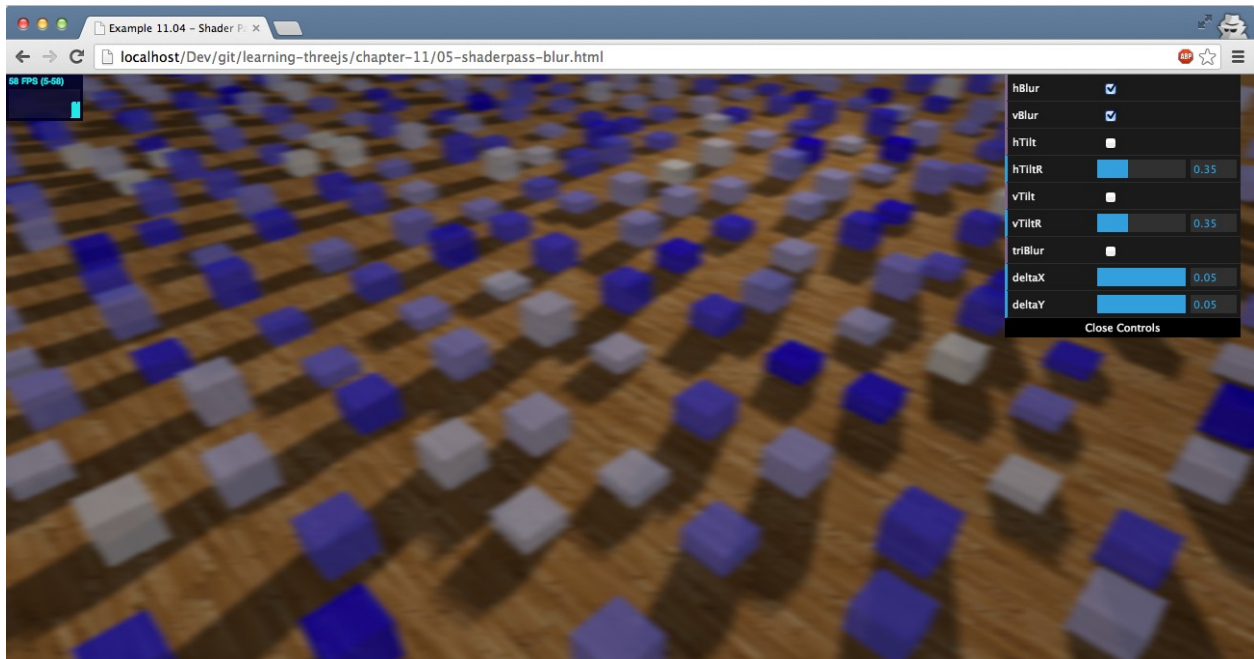
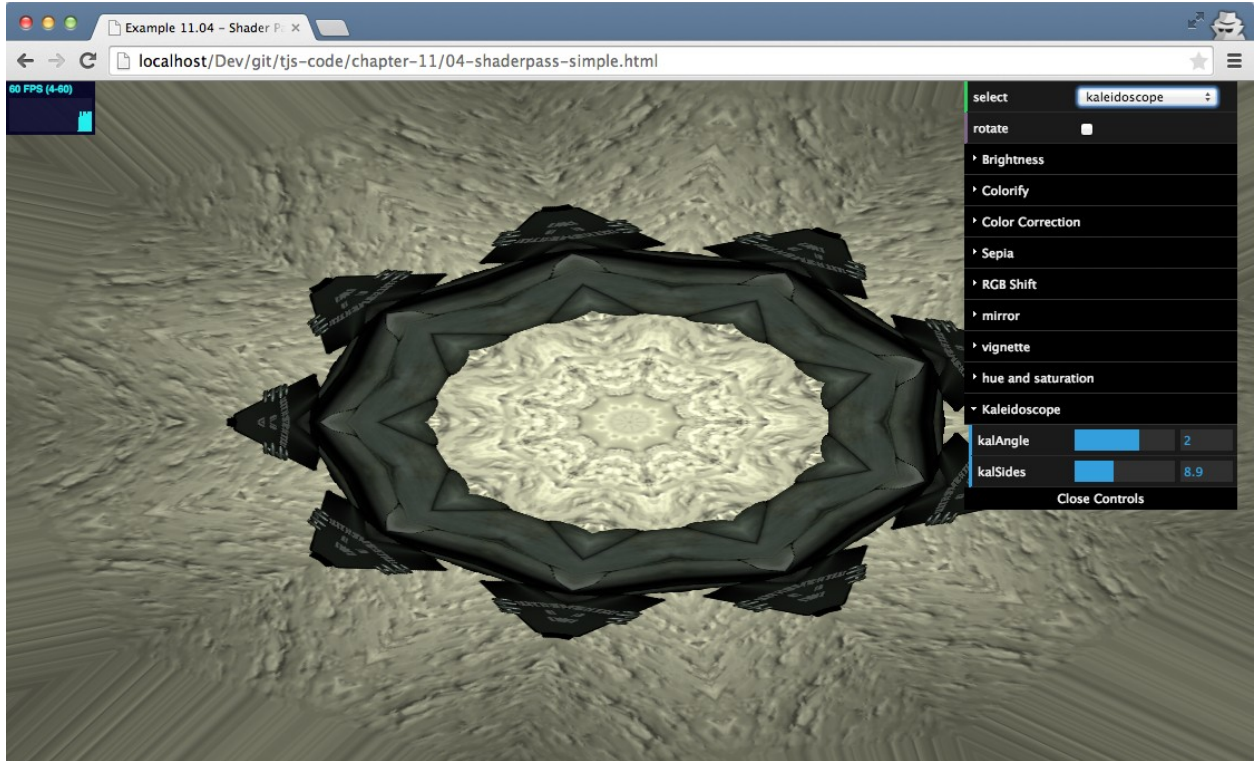


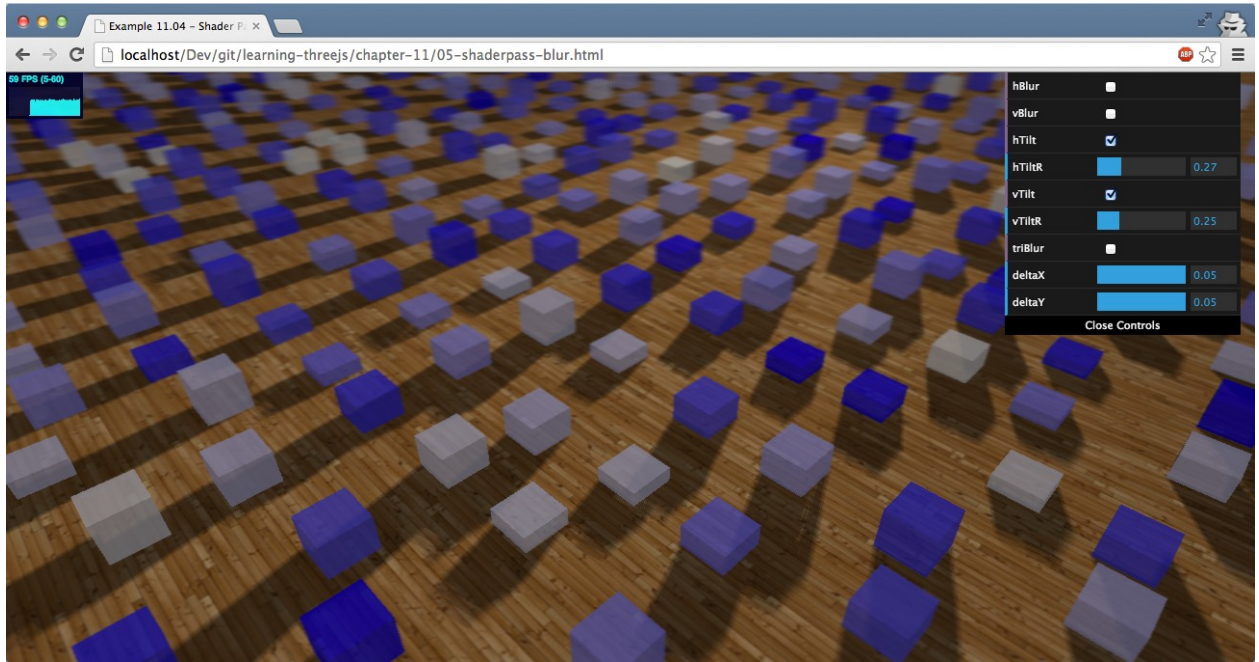
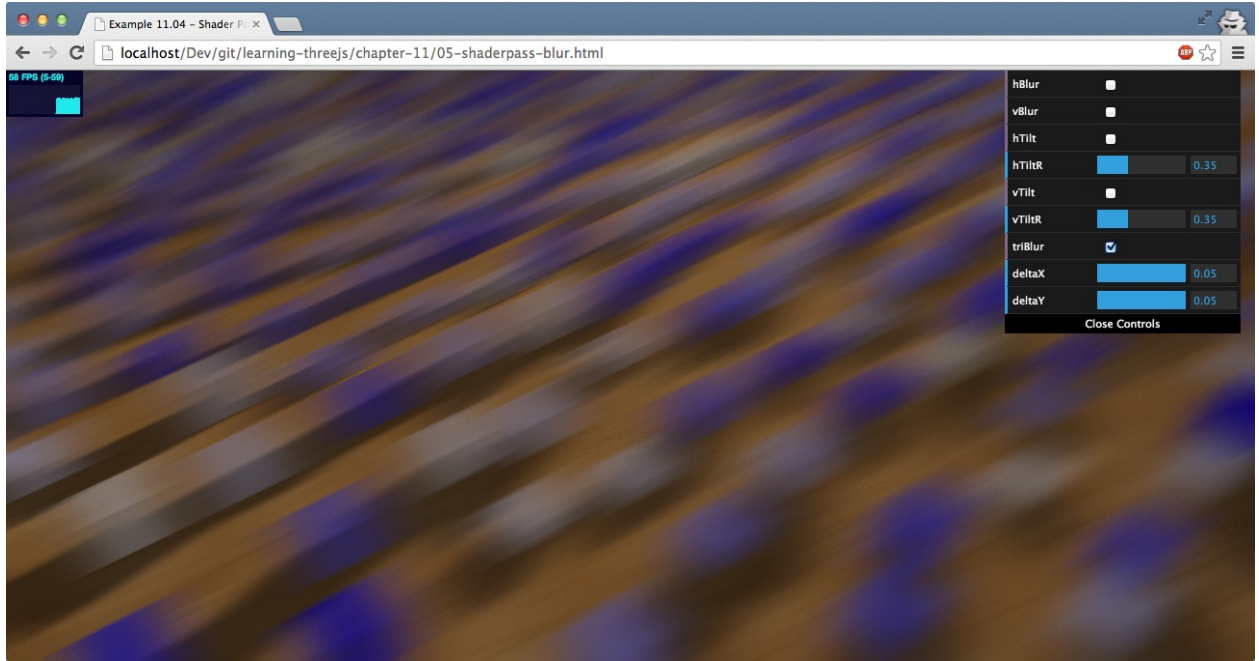


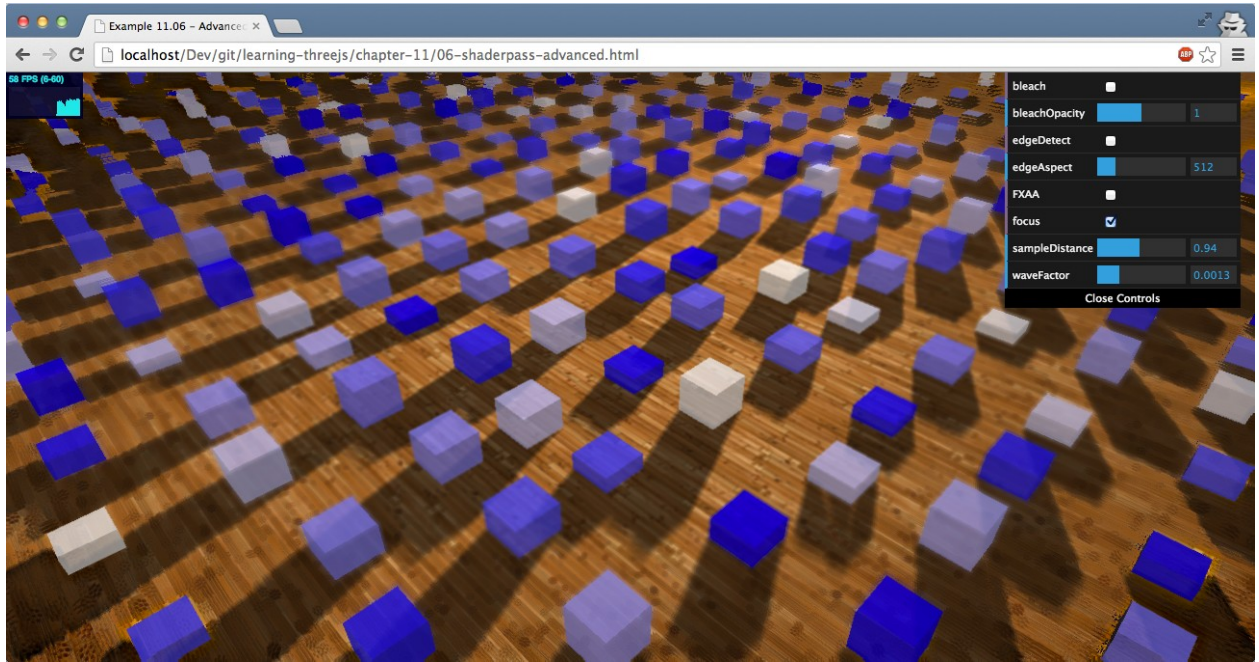
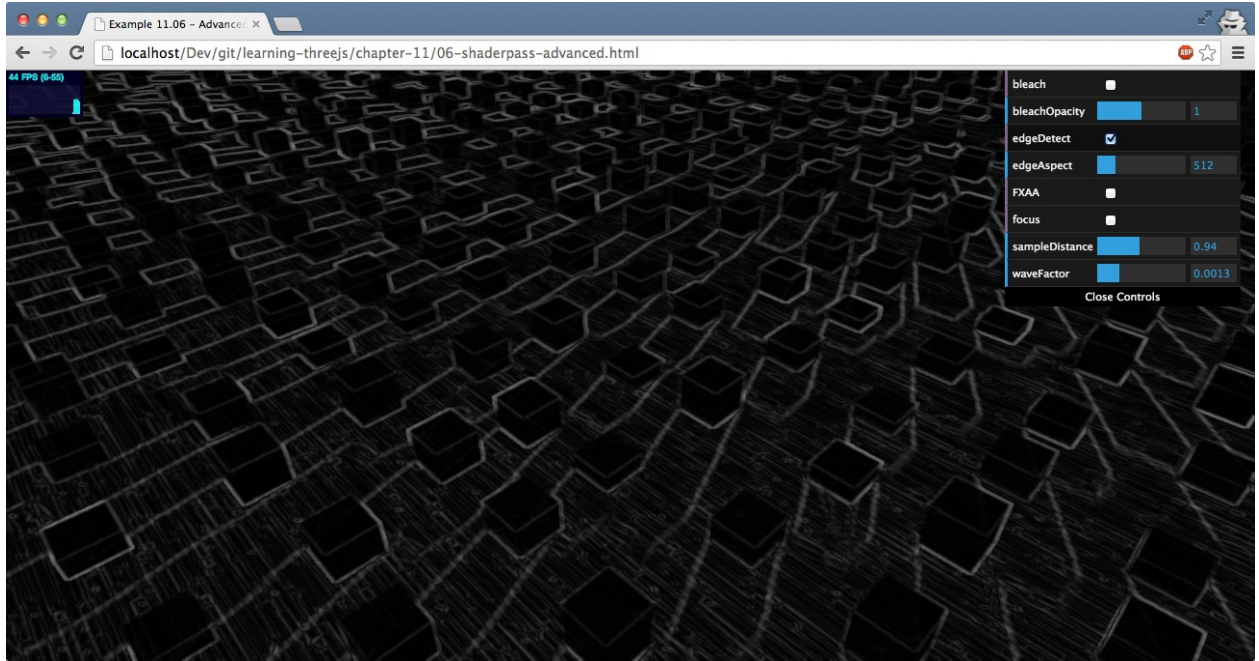


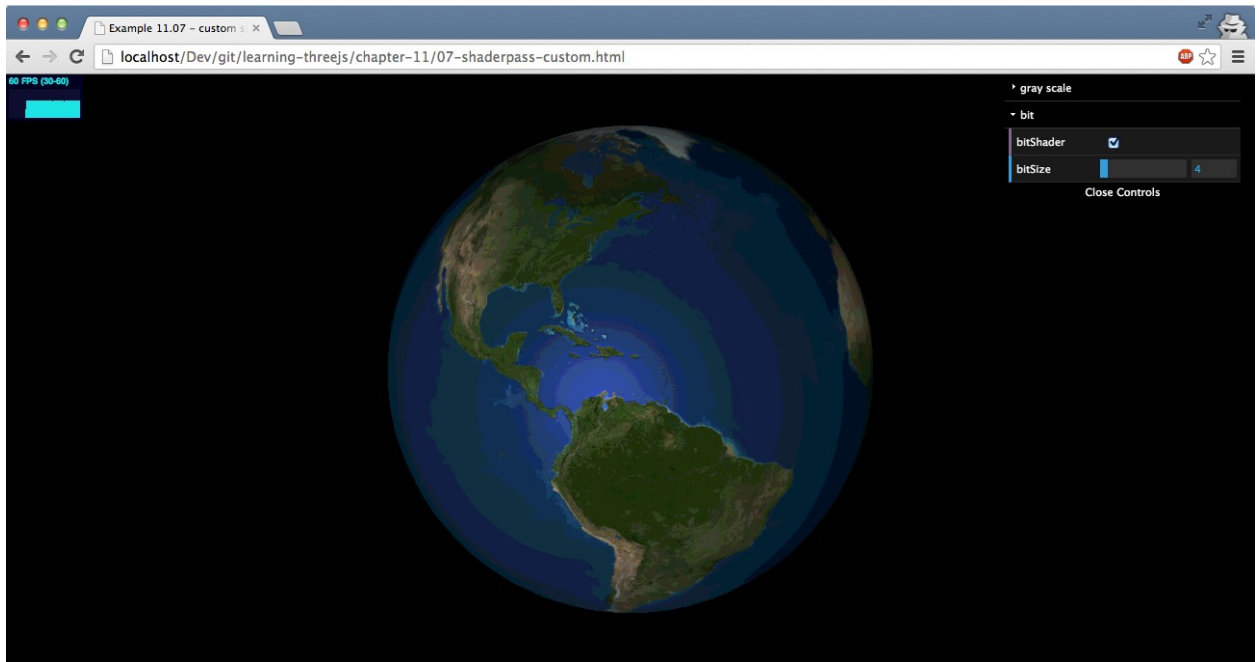
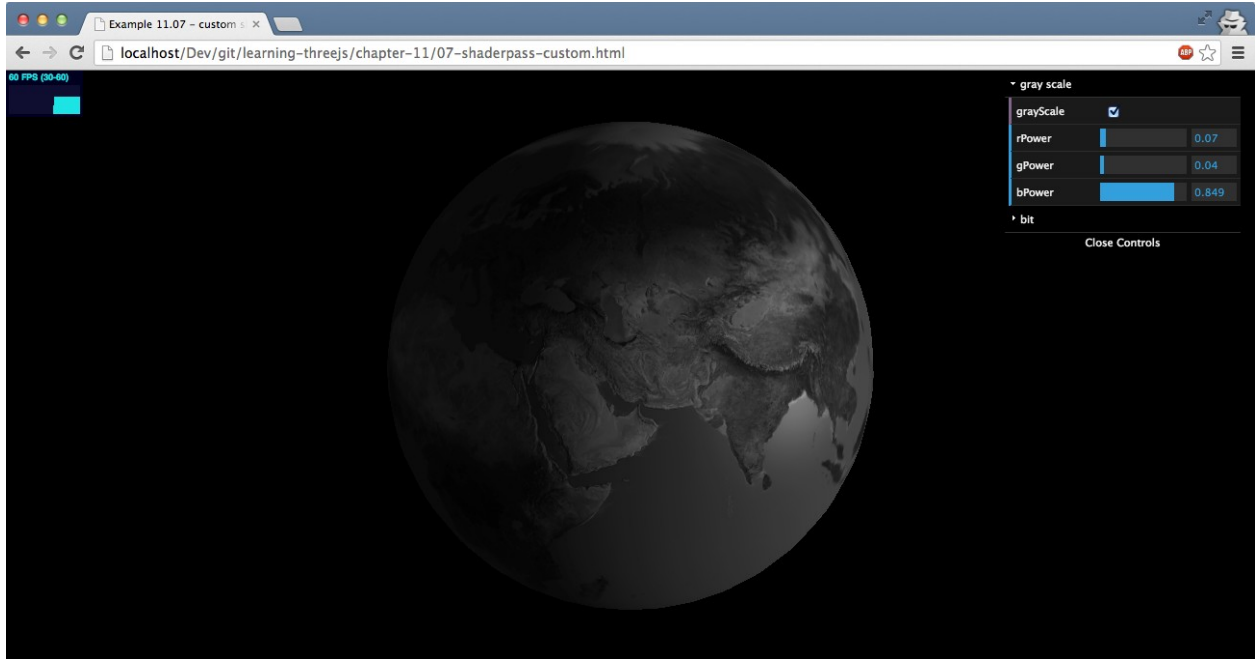


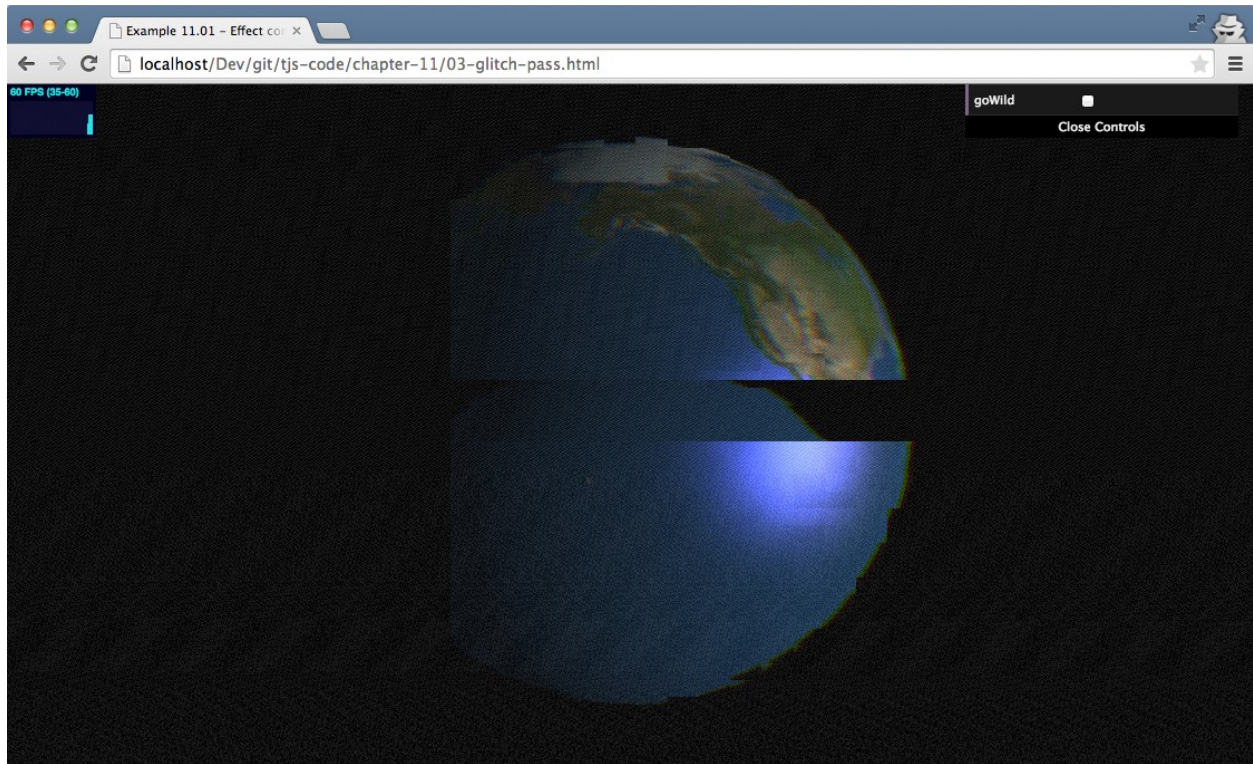












Chapter 12: Adding Physics and Sounds to Your Scene

