three.js

(1). Feature request: Add premultiplied alpha control in WebGLBackground
https://github.com/mrdoob/three.js/issues/23858

(2). EmissiveMap texture error when using the MMDAnimationHelper and MMDLoader (maybe is texture error
https://github.com/mrdoob/three.js/issues/23855

(3). GLTFLoader BufferAttribute unable to reference directly in
THREE.BufferGeometry.attributes[x] (Suggested Fix)
https://github.com/mrdoob/three.js/issues/23846

(4). Opacity issue when using SSAARenderPass in r139
https://github.com/mrdoob/three.js/issues/23840

(5). Reconsider removal of inline sRGB decode
https://github.com/mrdoob/three.js/issues/23803

(6). WEBGPU Custom Shader Example
https://github.com/mrdoob/three.js/issues/23748

(7). Add missing blend function constants
https://github.com/mrdoob/three.js/issues/23741

(8). Mirror Example broken on iOS 15.4
https://github.com/mrdoob/three.js/issues/23733

(9). Points billboard not working as expected in VR on r137
https://github.com/mrdoob/three.js/issues/23731

(10). errors in visualisation in webgl_loader_gltf_transmission with safari 15.4 on M1/iOS devices
https://github.com/mrdoob/three.js/issues/23730