

1. Reconsider removal of inline sRGB decode
2. WEBGPU Custom Shader Example
3. Add missing blend function constants
4. Mirror Example broken on iOS 15.4
5. Points billboard not working as expected in VR on r137
6. errors in visualisation in webgl\_loader\_gltf\_transmission with safari 15.4 on M1/iO
7. Loft NURBS
8. Postprocessing - Outline Pass rendering issue
9. Add vertex color alpha channel support to LineMaterial
10. Convert remaining nodes and examples that are using the Nodes classes directl
11. Consider repair or delete the sharedPhysics Attribute in MMDAnimationHelper
12. Unify constructor() and set() in Matrix and Color classes
13. Avoid bare imports other than 'three'
14. Roadmap for a color-managed workflow in three.js
15. Nodes: Add node for fetching pixel's position
16. WebGPUNodeBuilder: Add possibility to use Nodes system to create compute s
17. Nodes: Add StorageNode
18. camera.getWorldPosition/... returning the wrong result in XR mode
19. XR: session events are incorrect or missing when using immersive-ar and multiti
20. Nodes: Add more exports to ShaderNode
21. Nodes: Sometimes when using CondNode extra parentheses are generated
22. Nodes: Add possibility to use for/while loops
23. Ground projected HDR environment map
24. Docs: Some APIs are Undocumented
25. Add support for TEXCOORD\_n and COLOR\_n for morph targets