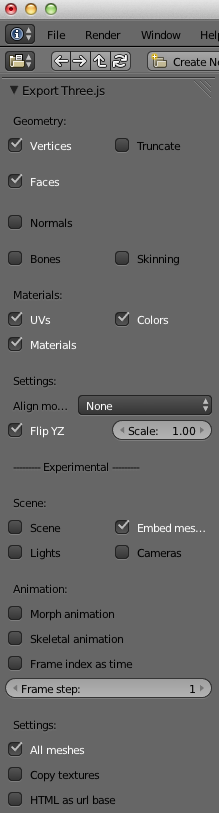
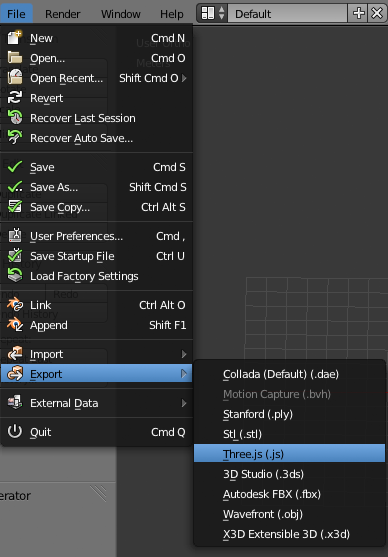
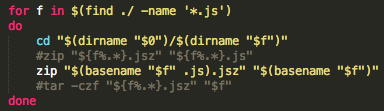
# Exporting Blender to Three.js

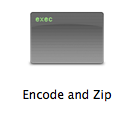
Uncheck Normals (makes smaller files, normal can be calculated during loading) and check UVs if any textures are present.



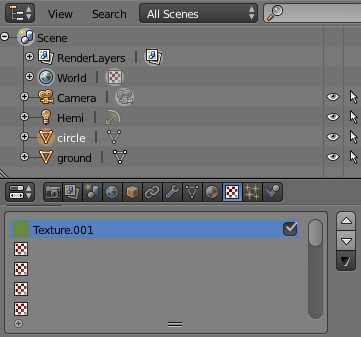
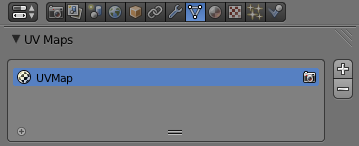
# Compressing js into jsz

Run *Encode and Zip* script



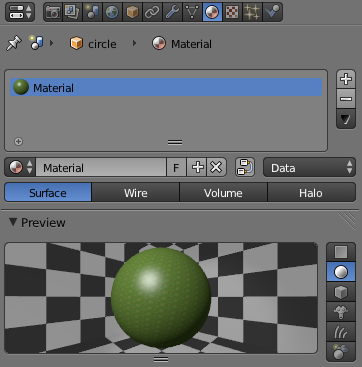


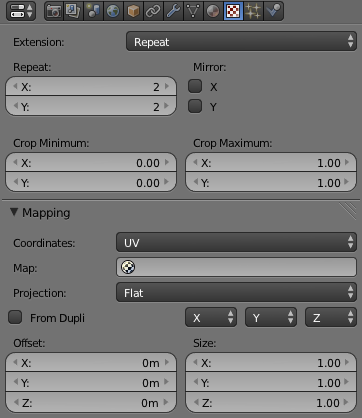
# Creating Textured Material

Make sure your create UVMap for each selected material

# Repeat Texture

For each selected material which requires a repeat texture

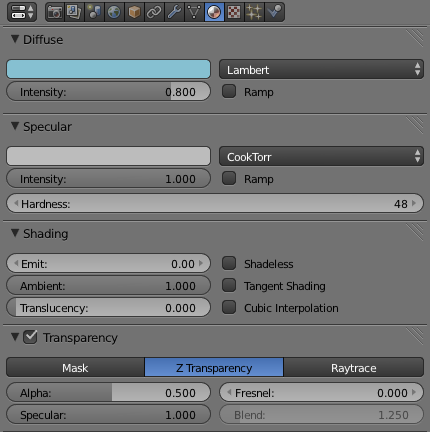




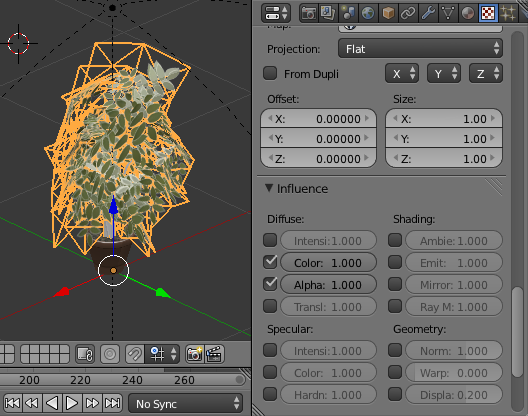
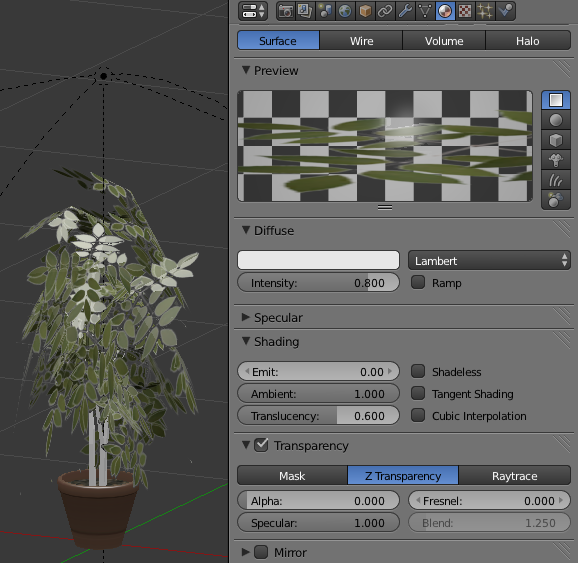
**Note:** Some shapes do not distribute repeat texture as square pattern; sometimes it is necessary to adjust mesh

# Creating Transparency Texture

Alpha less than 1 becomes transparent glass texture. Intensity can be kept at 1



# Creating Transparency Texture for Plants

Make sure to use 24-bit png image as texture with transparency. Set Alpha 1 in Textures and 0 in Materials

# Reducing the Polygons

There are two effective ways of reducing the polygon size: edit the mesh directly and use “Decimate” modifier

