WHY THREE.js?

- Three.js is an Open Source javascript library that offers methods for interfacing WebGL core
- Three.js allows to create complex 3D animations and system that may be much difficult using only javascript
- A well explained documentation is at: https://threejs.org/docs/

HOW THREE.JS WORKS

- An object is defined by a Geometry and a Material. Both class are available in lots of specialisations.

    - Geometry is a set of vertices, disposed to represent a certain object.

    - Material defines object's properties (brightness, shadowing, texture, etc.).

- Moreover other libraries are available to help managing camera or movements (Orbit Controls, Tween, etc…).

All seems easy and amazing, but:

    - Geometry and Material classes carry on a useless baggage of informations.

    - Fortunately it's possible to define our own geometry and material using custom vertices sets and shaders.

    - This strongly increase performances in a simple context like this (if all done correctly).