Loading three js with <script> has many limitations. Doesn’t include some of the classes. We need those classes, we need to run a server to emulate a website for security reasons.

Basically, too many classes to have inside of one file.

We are going to use textures and a browser does not let us do that thing when we just open it so we need a server. We are going to use a bundler

A bundler is a tool that goes on your computer that you can send many types of assets like JS, css, html

The bundler applys modifications and outputs a web-friendly bundle.

Can do more like local server, manage dependencies, improve compatibility, add module support, optimize files, deploy, etc.

So we are going to use a bundler named Webpack.

Most popular

Handle most of our needs

Good docs, good community

Well maintained

Hard to configure.

Providing us a starter file for webpack for each lesson.

Download the zip file, pull it into your lesson folder, open in VS, run “npm install”, and run “npm run dev”

If get xcode error run “xcode-select --install” didn’t have to

Now more about the Webpack template

Can run npm run build to put your bundle on a website (package it)

Add <canvas> to the html with the “webgl” class

import \* as THREE from "three";

into the JS this way. Now can access three classes

pulled in prior code and got the prior lesson’s code running on webpack.