Three JS

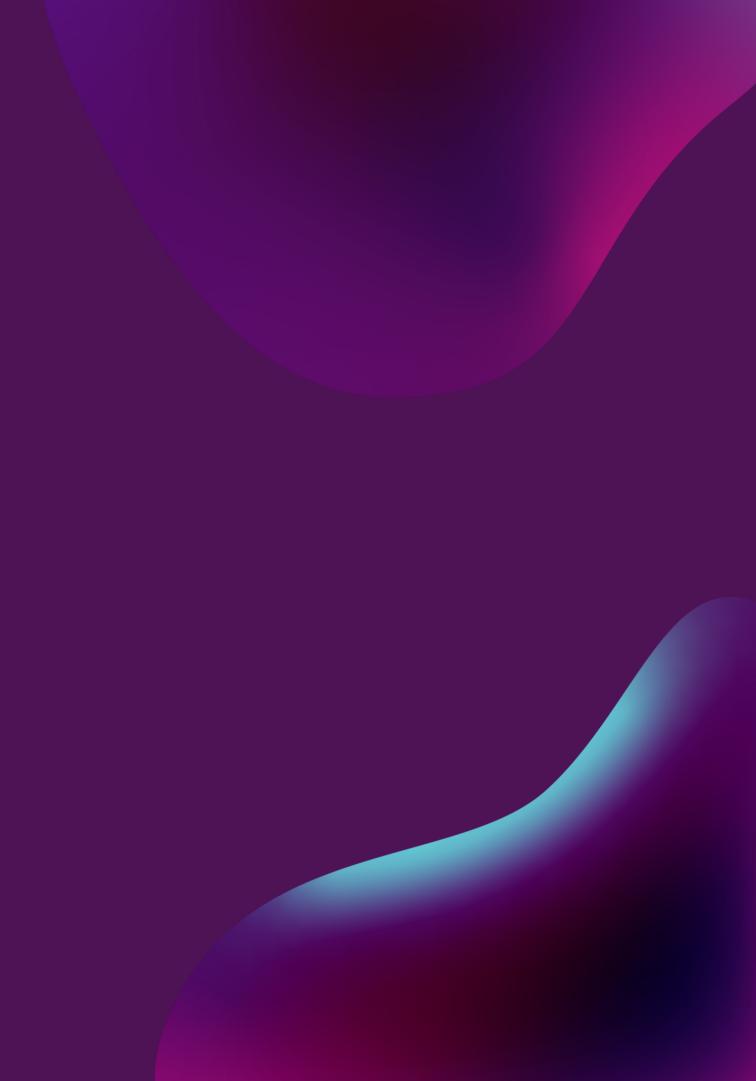
https://jesse-zhou.com/ https://www.ryan-floyd.com/ https://coastalworld.com/





OVERVIEW

Open GL Web GL Three JS Application Resources React Three Fiber



•OpenGL is a computer graphics rendering application programming interface (API)

-Makes use of graphics processing unit (GPU)

-By using OpenGL, the graphics part of your application can be

O1 OPENGL

-With it, you can generate high-quality color images by rendering with geometric and image primitives

•operating system independent

•window system independent

02 WEBGL



•WebGL 1.0:

JavaScript implementation of OpenGL ES 2.0

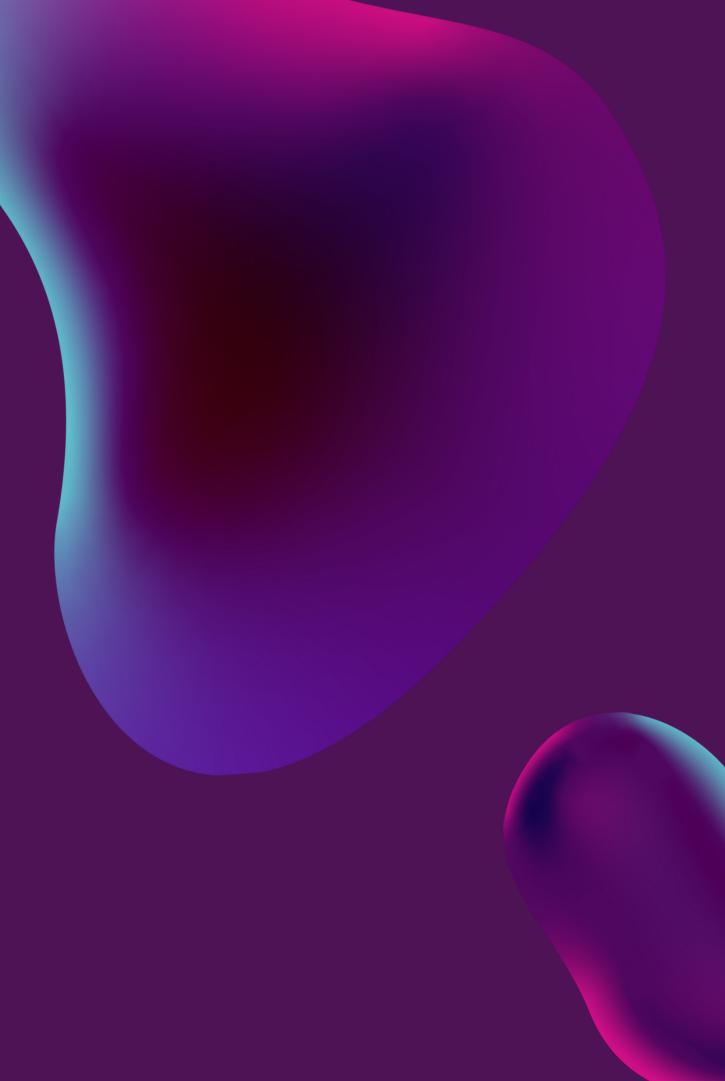
-runs in all recent browsers (Chrome, Firefox, IE, Safari)

entire application is operating system independententire application is window-system independent

-application can be located on a remote server

-rendering is done within browser using local hardware

-integrates with standard Web packages and apps



03 What is THREE js?

Definition

•Three.js is a cross-browser JavaScript library and application programming interface (API) used to create and display animated 3D computer graphics in a web browser using WebGL.

https://threejs.org/

Web GL

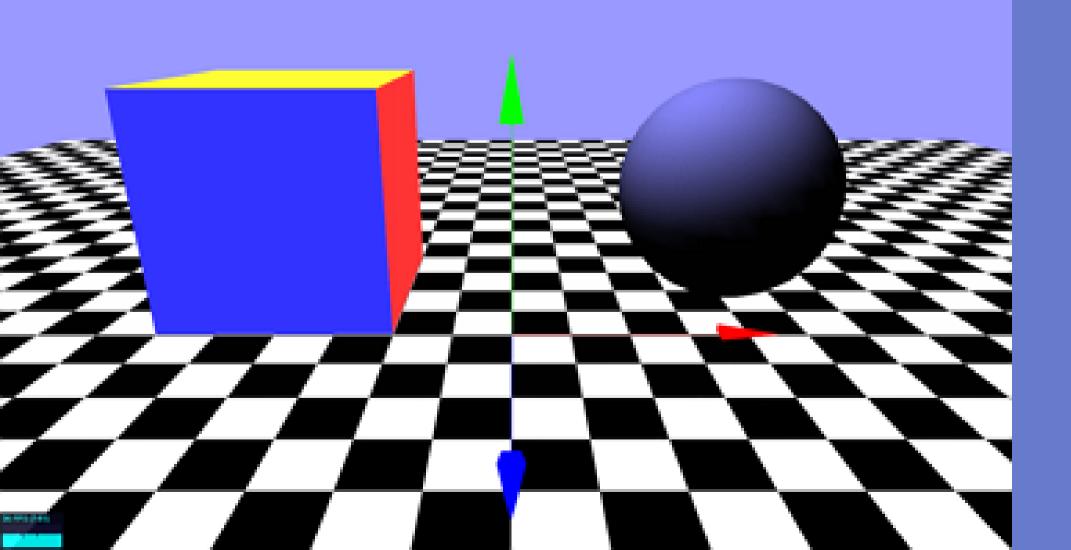
•WebGL is fully integrated with other web standards, allowing GPU-accelerated usage of physics and image processing and effects as part of the web page canvas. WebGL elements can be mixed with other HTML elements and composited with other parts of the page or page background.

What's in store for us?

-Three.js is vast, and you can do an infinite number of things with it. creating our first scene, adding objects, choosing the right materials, adding textures, and animating everything. Then, we will go through many traditional skills: for instance, creating our own geometries, adding lights and shadows, interacting with the 3D objects, adding particles. Finally, we will end with more advanced techniques like physics, producing realistic renders, writing custom shaders, adding post-processing, and even creating our own Blender models.

ROADMAP THREEJS

Components





THREEJS WEBGL SCENE **OBJECTS** ANIMATIONS CAMERAS GEOMETRIES **DEBUG UI** TEXTURES MATERIALS **3D TEXTS** LIGHTS SHADOWS PHYSICS



Application of Three JS

-Portfolio Websites

-Interactive Websites

-For Game Development.

-Useful for Blender artis GLTF loader

Flipkart Grid 4.0

How about building the future of immersive shopping with possibilities of VR, AR, and immersive 3D worlds/Metaverses for e-Commerce? This hack expects you to Create a connected Metaverse experience on the web, in which anyone with a web browser can join and experience a 3D world along with their friends to browse & shop.

<u>https://drive.google.com</u> <u>view?usp=sharing</u>

-Useful for Blender artists as you can easily load your blender models using

https://drive.google.com/file/d/1t7dSKBkPmGj1g9FP0LHJhrNdebWHZ80o/

O5 Resources

Sites to Check

https://bruno-simon.com/ https://jesse-zhou.com/ https://www.ryan-floyd.com/ https://danny-garcia.com/ http://www.robinpayot.com/

Roadmap

https://github.com/Chamepp/3D -Web-Roadmap

Videos for reference

https://www.youtube.com/watch?v=YK1Sw_hnm58&list=PLpPnRKq7eNW3fl6UUawZ76XkuMb6W_L4O https://www.youtube.com/watch?v=pUgWfqWZWmM&t=563s https://www.youtube.com/watch?v=8jP4xpga6yY&list=RDCMUC29ju8bIPH5as8OGnQzwJyA&start_radio=1&rv=8jP4xpga6yY&t=1



Books

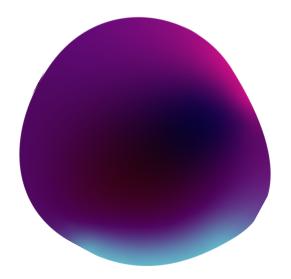
https://drive.google.com/drive/f olders/1MW0B58hsyU872HVEKB 4ZuNt-ovHE90SA?usp=sharing

06 React Three Fiber

React-three-fiber is a React renderer for threejs.

We can build our scene declaratively with re-usable, self-contained components that react to state, are readily interactive and can participate in React's ecosystem.

docs.pmnd.rs/react-three-fiber





-Anika Singh

