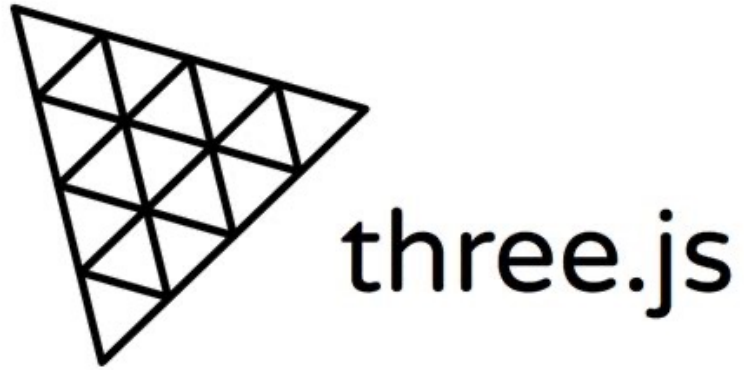


Wie implementiert
man ein 3D Objekt
in HTML und CSS





Three.js

- Sehr komplex
- Grosse Dateien
- Braucht sehr viel Javascript

google/**model-viewer**

Easily display interactive 3D models on the web and in AR!



model-viewer

- Sehr einfach
- Vieles möglich
- Braucht sehr wenig Javascript
- gut Dokumentierte Anleitung



- Soical Media Platform für den Austausch von 3D Modellen
- Format
- Lizenz



- Dateiformat
- Wurde für das Web entwickelt
- Unterstützt Animationen

Demonstration

```
<!-- Import Model Viewer -->
```

```
<script type="module"
```

```
src="https://unpkg.com/@google/modelviewer/dist/model-viewer.min.js">
```

```
</script>
```

```
<!-- 3D Object -->
```

```
<model-viewer
```

```
src="./croc/scene.gltf"
```

```
alt="A 3D model of a croc" shadow-intensity="1"
```

```
camera-controls auto-rotate ar>
```

```
</model-viewer>
```



Ⓢ <model-viewer>

Easily display interactive 3D models on the web & in AR

Quick Start

```
<!-- Import the component -->
<script type="module" src="https://ajax.googleapis.com/ajax/libs/model-viewer/3.1.1
/model-viewer.min.js"></script>

<!-- Use it like any other HTML element -->
<model-viewer alt="Neil Armstrong's Spacesuit from the Smithsonian Digitization
Programs Office and National Air and Space Museum" src="shared-assets/models
/NeilArmstrong.glb" ar environment-image="shared-assets/environments/moon_1k.hdr"
poster="shared-assets/models/NeilArmstrong.webp" shadow-intensity="1" camera-controls
touch-action="pan-y"></model-viewer>
```

minzipped size 55.3 KB release v3.1.1

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Getting Started

FAQ: Introduction & much more

Editor: Test your 3D models and download a starter website

Documentation

Examples: Advanced usage

API Reference

Addons

<model-viewer-effects>

