

Work in progress.

Example of Scene with a Box and a Light.

```
{
  "metadata": {
    "version": 4.3,
    "type": "Object",
    "generator": "ObjectExporter"
  },
  "geometries": [
    {
      "uuid": "C3BF1E70-0BE7-4E6D-B184-C9F1E84A3423",
      "type": "BufferGeometry",
      "data": {
        "attributes": {
          "position": {
            "itemSize": 3,
            "type": "Float32Array",
            "array": [50,50,50,...]
          },
          "normal": {
            "itemSize": 3,
            "type": "Float32Array",
            "array": [1,0,0,...]
          },
          "uv": {
            "itemSize": 2,
            "type": "Float32Array",
            "array": [0,1,...]
          }
        },
        "boundingSphere": {
          "center": [0,0,0],
          "radius": 86.60254037844386
        }
      }
    }
  ],
  "materials": [
    {
      "uuid": "87D95D6C-6BB4-4B8F-8166-A3A6945BA5E3",
      "type": "MeshPhongMaterial",
      "color": 16777215,
      "ambient": 16777215,
      "emissive": 0,
      "specular": 1118481,
      "shininess": 30,
      "opacity": 1,
      "transparent": false,
      "wireframe": false
    }
  ]
}
```

```

    }
  ],
  "object": {
    "uuid": "89529CC6-CBAC-412F-AFD1-FEEAE785BA19",
    "type": "Scene",
    "matrix": [1,0,0,0,0,1,0,0,0,0,1,0,0,0,0,1],
    "children": [
      {
        "uuid": "33FA38D9-0AAC-4657-9BBE-5E5780DDFB2F",
        "name": "Box 1",
        "type": "Mesh",
        "geometry": "C3BF1E70-0BE7-4E6D-B184-C9F1E84A3423",
        "material": "87D95D6C-6BB4-4B8F-8166-A3A6945BA5E3",
        "matrix": [1,0,0,0,0,1,0,0,0,0,1,0,0,0,0,1]
      },
      {
        "uuid": "16F2E381-2B73-44C4-A7BB-38D7E1CD2381",
        "name": "PointLight 1",
        "type": "PointLight",
        "color": 16777215,
        "intensity": 1,
        "distance": 0,
        "matrix": [1,0,0,0,0,1,0,0,0,0,1,0,100,200,150,1]
      }
    ]
  }
}

```

Example of scene with a simple indexed BufferGeometry plane

```

````javascript { "metadata": { "version": 4.3, "type": "Object", "generator": "ObjectExporter" }, "textures": [], "images": [],
"geometries": [{ "uuid": "0A8F2988-626F-411C-BD6A-AC656C4E6878", "type": "BufferGeometry", "data": {
"attributes": { "position": { "itemSize": 3, "type": "Float32Array", "array": [1,1,0,1,-1,0,-1,-1,0,-1,1,0], "normalized": false },
"normal": { "itemSize": 3, "type": "Float32Array", "array": [0,0,1,0,0,1,0,0,1,0,0,1], "normalized": false }, "uv": { "itemSize":
2, "type": "Float32Array", "array": [1,1,1,0,0,0,0,1], "normalized": false } }, // type of index must be Uint8Array or
Uint16Array. // # vertices thus cannot exceed 255 or 65535 respectively. // The current parser is able to read the
index array // if it is nested in the attributes object, but such // syntax is no longer encouraged. "index": { "type":
"Uint16Array", "array": [0,1,2,0,2,3] }, "boundingSphere": { "center": [0,0,0], "radius": 1 } }], "materials": [], "object": {
"uuid": "378FAA8D-0888-4249-8701-92D1C1F37C51", "type": "Scene", "matrix": [1, 0, 0, 0, 0, 1, 0, 0, 0, 0, 1, 0, 0, 0, 0, 1
], "children": [{ "uuid": "E7B44C44-DD75-4C29-B571-21AD6AEF0CA9", "name": "SharedVertexTest", "type": "Mesh",
"geometry": "0A8F2988-626F-411C-BD6A-AC656C4E6878", "matrix": [1, 0, 0, 0, 0, 1, 0, 0, 0, 0, 1, 0, 0, 0, 0, 1] }] } }

```