Work in progress.

Example of BufferGeometry

```json
{
    "metadata": {
        "version": 4,
        "type": "BufferGeometry",
        "generator": "BufferGeometryExporter"
    },
    "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
        }
    }
}
```