

Three.js Blender Export

NOTICE: The Blender exporter for the Three.js JSON format has been removed, to focus on better support for the glTF workflow. For recommended alternatives, see [Loading 3D Models](#). The Three.js Object/Scene JSON format is still fully supported for use with [Object3D.toJSON](#), the [Editor](#) and [THREE.ObjectLoader](#).

If you really need the Blender Exporter you can [go back in time to r92](#).