

Work in progress.

Example of BufferGeometry

```
{
  "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
    }
  }
}
```