

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.