

three.js

npm **v0.144.0** minzipped size **148.8 KB** downloads **805k/week** deepscan **Good**

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JavaScript 3D library

The aim of the project is to create an easy to use, lightweight, cross-browser, general purpose 3D library. The current builds only include a WebGL renderer but WebGPU (experimental), SVG and CSS3D renderers are also available in the examples.

[Examples](#) — [Documentation](#) — [Wiki](#) — [Migrating](#) — [Questions](#) — [Forum](#) — [Slack](#)

Usage

This code creates a scene, a camera, and a geometric cube, and it adds the cube to the scene. It then creates a `WebGL` renderer for the scene and camera, and it adds that viewport to the `document.body` element. Finally, it animates the cube within the scene for the camera.

```
import * as THREE from 'three';

// init

const camera = new THREE.PerspectiveCamera( 70, window.innerWidth /
window.innerHeight, 0.01, 10 );
camera.position.z = 1;

const scene = new THREE.Scene();

const geometry = new THREE.BoxGeometry( 0.2, 0.2, 0.2 );
const material = new THREE.MeshNormalMaterial();

const mesh = new THREE.Mesh( geometry, material );
scene.add( mesh );

const renderer = new THREE.WebGLRenderer( { antialias: true } );
renderer.setSize( window.innerWidth, window.innerHeight );
renderer.setAnimationLoop( animation );
document.body.appendChild( renderer.domElement );

// animation

function animation( time ) {

    mesh.rotation.x = time / 2000;
    mesh.rotation.y = time / 1000;

    renderer.render( scene, camera );
}
```

```
}
```

If everything went well, you should see [this](#).

Cloning this repository

Cloning the repo with all its history results in a ~2 GB download. If you don't need the whole history you can use the `depth` parameter to significantly reduce download size.

```
git clone --depth=1 https://github.com/mrdoob/three.js.git
```

Change log

[Releases](#)