

three.js

1. "Reflector color space and renderer outputEncoding issue"
["https://github.com/mrdoob/three.js/issues/23862"](https://github.com/mrdoob/three.js/issues/23862)
2. "Feature request: Add premultiplied alpha control in WebGLBackground"
["https://github.com/mrdoob/three.js/issues/23858"](https://github.com/mrdoob/three.js/issues/23858)
3. "EmissiveMap texture error when using the MMDAnimationHelper and MMDLoader (maybe is texture error)"
["https://github.com/mrdoob/three.js/issues/23855"](https://github.com/mrdoob/three.js/issues/23855)
4. "getWorldScale and getWorldQuaternion return incorrect values when object scale has three negative components"
["https://github.com/mrdoob/three.js/issues/23852"](https://github.com/mrdoob/three.js/issues/23852)
5. "GLTFLoader BufferAttribute unable to reference directly in THREE.BufferGeometry.attributes[x] (Suggested Fix)"
["https://github.com/mrdoob/three.js/issues/23846"](https://github.com/mrdoob/three.js/issues/23846)
6. "Opacity issue when using SSAARenderPass in r139"
["https://github.com/mrdoob/three.js/issues/23840"](https://github.com/mrdoob/three.js/issues/23840)
7. "Reconsider removal of inline sRGB decode"
["https://github.com/mrdoob/three.js/issues/23803"](https://github.com/mrdoob/three.js/issues/23803)
8. "WEBGPU Custom Shader Example"
["https://github.com/mrdoob/three.js/issues/23748"](https://github.com/mrdoob/three.js/issues/23748)
9. "Add missing blend function constants"
["https://github.com/mrdoob/three.js/issues/23741"](https://github.com/mrdoob/three.js/issues/23741)
10. "Mirror Example broken on iOS 15.4"
["https://github.com/mrdoob/three.js/issues/23733"](https://github.com/mrdoob/three.js/issues/23733)
11. "Points billboard not working as expected in VR on r137"
["https://github.com/mrdoob/three.js/issues/23731"](https://github.com/mrdoob/three.js/issues/23731)
12. "errors in visualisation in webgl_loader_gltf_transmission with safari 15.4 on M1/iOS devices"
["https://github.com/mrdoob/three.js/issues/23730"](https://github.com/mrdoob/three.js/issues/23730)
13. "Loft NURBS"
["https://github.com/mrdoob/three.js/issues/23708"](https://github.com/mrdoob/three.js/issues/23708)
14. "Postprocessing - Outline Pass rendering issue"
["https://github.com/mrdoob/three.js/issues/23701"](https://github.com/mrdoob/three.js/issues/23701)
15. "Add vertex color alpha channel support to LineMaterial"

["https://github.com/mrdoob/three.js/issues/23680"](https://github.com/mrdoob/three.js/issues/23680)

16. "Convert remaining nodes and examples that are using the Nodes classes directly to using the ShaderNode functions"

["https://github.com/mrdoob/three.js/issues/23666"](https://github.com/mrdoob/three.js/issues/23666)

17. "Consider repair or delete the sharedPhysics Attribute in MMDAnimationHelper "

["https://github.com/mrdoob/three.js/issues/23659"](https://github.com/mrdoob/three.js/issues/23659)

18. "Unify constructor() and set() in Matrix and Color classes"

["https://github.com/mrdoob/three.js/issues/23634"](https://github.com/mrdoob/three.js/issues/23634)

19. "Avoid bare imports other than 'three'"

["https://github.com/mrdoob/three.js/issues/23625"](https://github.com/mrdoob/three.js/issues/23625)

20. "Roadmap for a color-managed workflow in three.js"

["https://github.com/mrdoob/three.js/issues/23614"](https://github.com/mrdoob/three.js/issues/23614)

21. "Nodes: Add node for fetching pixel's position"

["https://github.com/mrdoob/three.js/issues/23602"](https://github.com/mrdoob/three.js/issues/23602)

22. "WebGPUBuilder: Add possibility to use Nodes system to create compute shaders"

["https://github.com/mrdoob/three.js/issues/23599"](https://github.com/mrdoob/three.js/issues/23599)

23. "Nodes: Add StorageNode"

["https://github.com/mrdoob/three.js/issues/23598"](https://github.com/mrdoob/three.js/issues/23598)

24. "camera.getWorldPosition/... returning the wrong result in XR mode"

["https://github.com/mrdoob/three.js/issues/23597"](https://github.com/mrdoob/three.js/issues/23597)

25. "XR: session events are incorrect or missing when using immersive-ar and multitouch"

["https://github.com/mrdoob/three.js/issues/23574"](https://github.com/mrdoob/three.js/issues/23574)