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Readme

In this project, the most important two plugins are jQuery and Three.js.

jQuery can be used to simplify the JavaScript code. Three.js is a 3D JavaScript library that can be used to create the 3D model.

The other plugins are BokehShader2.js, CanvasRenderer.js, CinematicCamera.js, DDSLoader.js, Detector.js, OrbitControls.js, Projector.js, dat.gui.min.js, stats.min.js that all can be found in the pack of the Three.js library.