**welcome to my guide on three.js and ammo.js, This guide should give you the fundamentals and hopefully give you the tools to build upon those fundamentals and create some great projects using both these libraries.**

**What is three.js?**

**Three.js is a JavaScript library that allows for a programming interface to create and display animated 3d graphics in a web browser. You can See some examples of this library at work at this link** [**three.js**](https://threejs.org)

**What is ammo.js?**

**Ammo.js is a JavaScript library that is a direct port of bullet physics a popular physics engine used in C and C++. it is used to simulate the physics of soft and rigid bodies to create physics worlds which are useful for creating simulations and video games.**