**Three js + react** – 3D rendering and UI – npm install @react-three/fiber

We can go to <https://sketchfab.com/feed>

Visit <https://gltf.pmnd.rs/> to convert our 3D model into JSX

* All the parts will be rendered in the <Canvas>
* Drei - it’s an addition to react-fiber, which can be used to convert something from 2D to 3D
* <directionalLight/> - distant lighting just as we receive from the sun
* <ambientLight/> - equally illuminate each object in the canvas without casting shadows
* <pointLight/>- emits light from one point
* <spotlight/>- emits light from one point but in the form of a cone, we can assign angle in this
* <hemisphereLight/> - emits light in the form of gradient

**TAILWIND CSS** –Styling, go to tailwindcss.com -> docs and follow the steps for installation

**Vitejs** – npm install vite@latest ./ : tool for modern web development that aims to provide a faster and more efficient development experience

**main.jsx** - Entry point of the website –

import ReactDOM from "react-dom/client"; //React component is rendered in the DOM, and the client here suggests that it specifically targets the client side rendering

import App from './App'

ReactDOM.createRoot(document.getElementById('root')).render(<App/>); //This renders the App component into the root container, effectively starting the React application.

* First we will implement Routing - npm install react-router-dom