**THREE.js:**

**Web gl?**

**React 3 fiber.**

Three.js use GPL

We draw thing on canvas.

**Some repetative tasks:**

* **Scene:**

Scene is the whole area.

Area behind the camera + front of camera

All 3D world is is scene.

New THREE.Scene()

* **Camera:**

Camera is field/area in which we can see. Camera is perspective and the area in which we can see.

New THREE.perspeciveCamera(

65, 🡪 FOV (take camera new or far of the object according to value)

 window**.***innerWidth* **/** window**.***innerHeight***, 🡪 width and height ratio**

0.1, 🡪 near view( the thing at the distance of less than 0.1 will not be seen)

100 🡪 far view ( the thing at the distance of more than 100 will not be seen)

)

After creating camera we have to add camera into the scene.

Scene.add(camera)

* **Mesh:🡪(geometry & Camera):**

Mesh.position.x/y/z=val; it tell the position in any axis

We can also use rotation in all direction. Suppose we have a pipe and a pencil. Pipe will take pencil as axis for rotation. Assume position of pencil in all axis then assume the rotation of pipe. It works like that.

* **Renderer:**
* **requestAnimationFrame:**

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