ThreeJs - Introduction

Three.js is a **JavaScript 3D library** that makes it easy to create and display animated 3D graphics in the browser using **WebGL** .

-- A high-level JavaScript library for creating and displaying 3D graphics in web browsers

-- Simplifies 3D graphics creation and animation (models, particle systems, lights, cameras) without low-level WebGL code knowledge

> 🧠 What is WebGL?
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> WebGL (Web Graphics Library) is a low-level API for rendering 2D and 3D graphics in web browsers without using plugins. However, it's complex and hard to write from scratch — that's where Three.js comes in.
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> 💡 What is Three.js?
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> **Three.js** is a higher-level library built on top of WebGL. It simplifies 3D rendering, so you can create scenes, objects, lights, and cameras more easily.

Graphics processing

What is graphics processing?

- The process of rendering 3D graphics on a computer screen in ===sds===
- Requires millions of calculations per second
- **real-time**

real-time