function 3DBPP(*items*, W, H, D)
    bins ← ∅;
    items ← *items*∪ GENERATESUPERITEMS(*items*);
    repeat
        packedItems ← PACKBIN(*items*, W, H, D);
        bins ← *bins*∪ CREATEBIN(*packedItems*, W, H, D);
        items ← *items* \ *packedItems*;
    until $|items| = 0$;
    return *bins*;
end function

function PACKBIN(items, W, H, D)
    packed ← ∅;
    planes ← {0};
    repeat
        SORT(planes);   ▷ Sorts the current planes in ascending order
        p ← POLL(*planes*)   ▷ Polls the first element from the set
    until $|planes| = 0 \vee |items| = 0$;
end function