



# THREE.JS

Javascript 3D Library

## 01 - Browser Independent

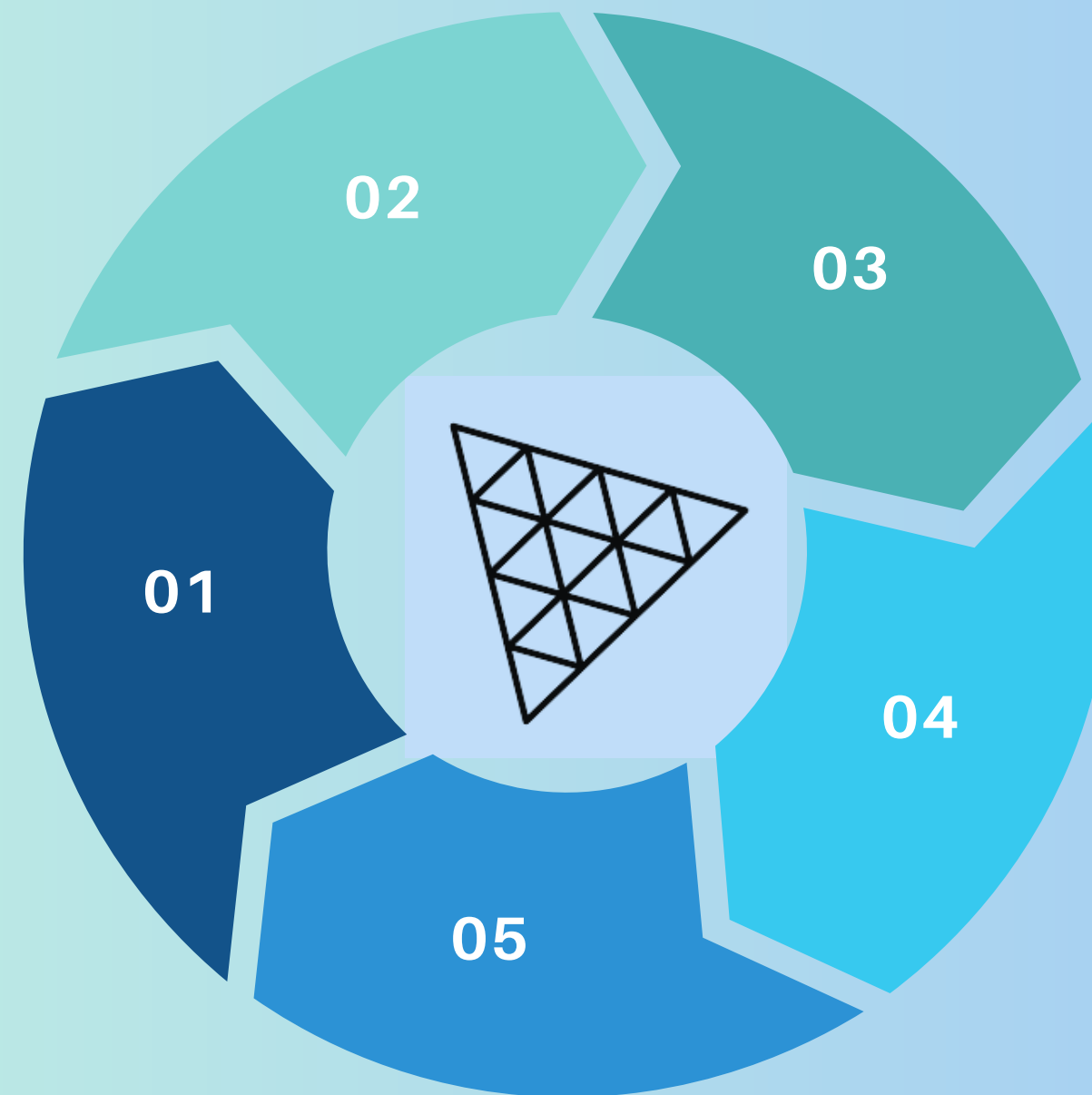
Runs on all browser without need of plugins, uses WebGL under the hood

## 02 - Lightweight

Effeciently renders 3D animation on lower-end devices

## 03 - Built in Geometry

Has a huge collection of predefined shapes, shaders and materials



## 04 - Community Base

Good community support for rapid learning and troubleshooting

## 05 - Easy to integrate

Integrates easily with libraries like React, Vue, Game Engines etc.

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