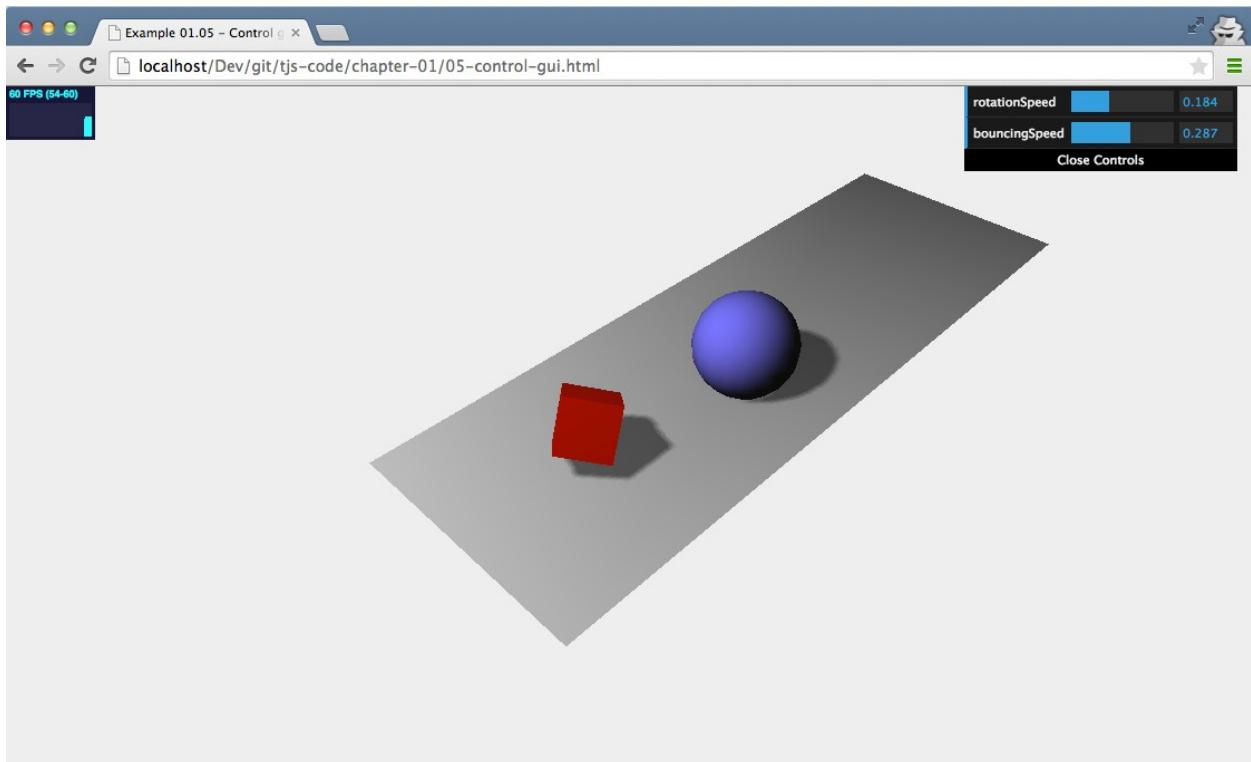
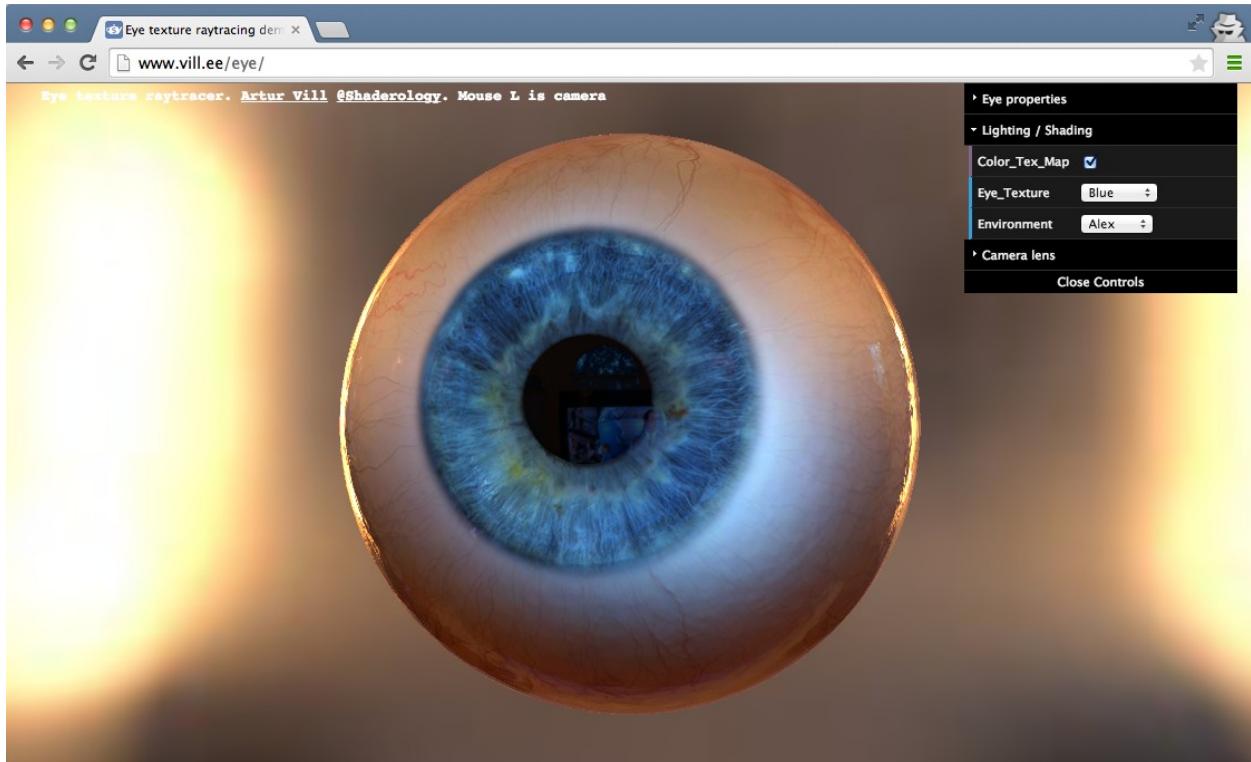
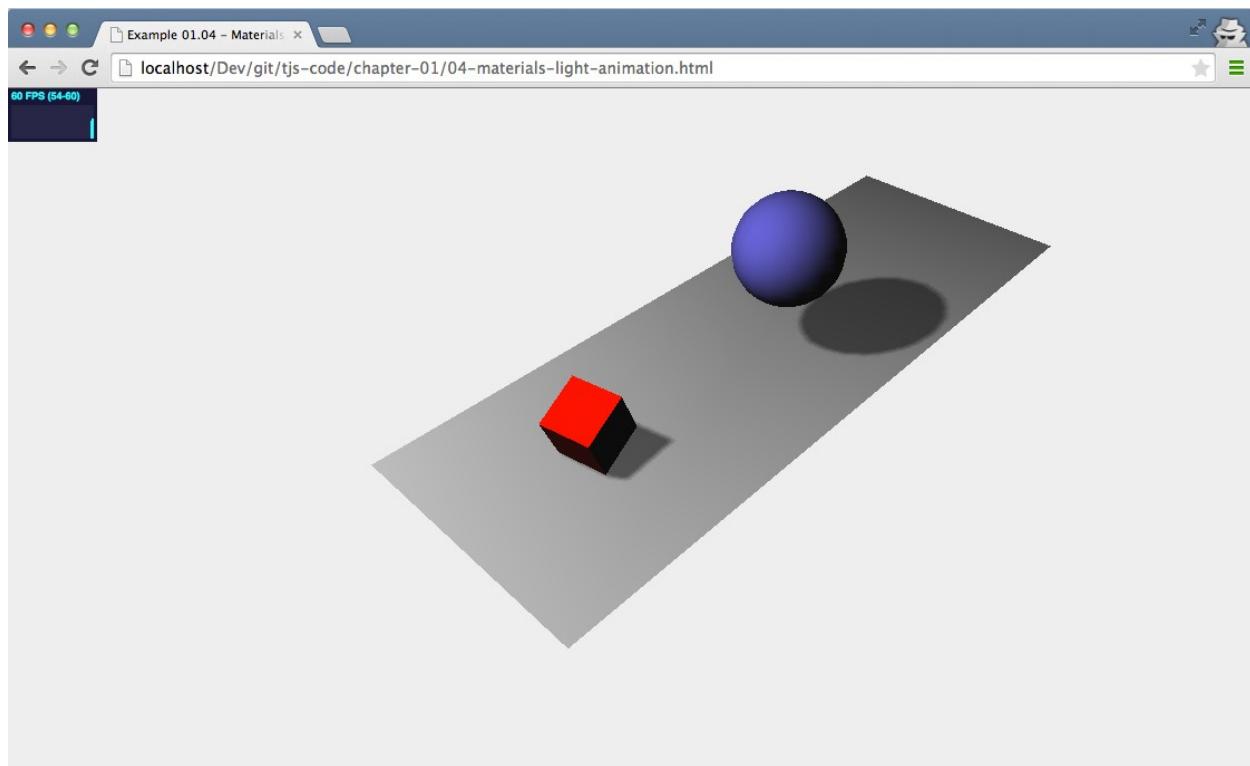


Chapter 1: Creating Your First 3D Scene with Three.js





```
Default
jos@Joss-MacBook-Pro.local:~/tmp$ git clone https://github.com/josdirksen/learning-threejs
Cloning into 'learning-threejs'...
remote: Counting objects: 1371, done.
remote: Compressing objects: 100% (12/12), done.
Receiving objects: 10% (143/1371), 2.76 MiB | 354.00 KiB/s
```

josdirksen/learning-threejs

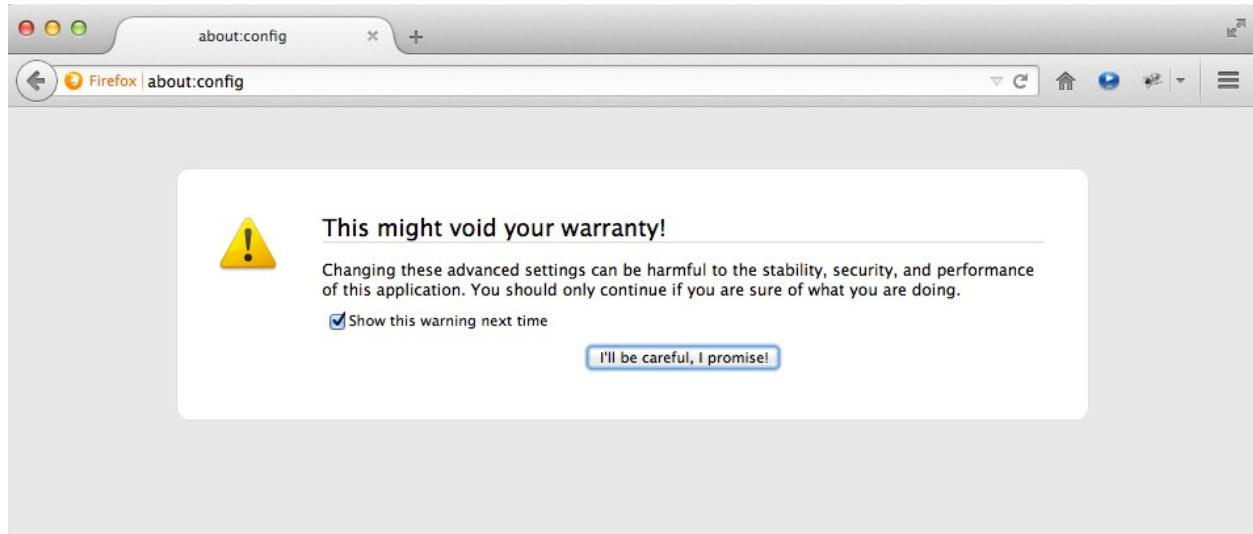
[GitHub, Inc. \[US\] https://github.com/josdirksen/learning-threejs](https://github.com/josdirksen/learning-threejs)

chapter-04	first fixes for latest version	28 days ago	Subversion.
chapter-05	Updated example	21 days ago	Clone in Desktop
chapter-06	Updated example	21 days ago	Download ZIP
chapter-07	New versions for 2nd edition and Three.js r68	2 months ago	
chapter-08	Updated example	21 days ago	
chapter-09	Updated example	21 days ago	
chapter-10	Updated example	21 days ago	
chapter-11	Updated example	21 days ago	
chapter-12	Updated example	21 days ago	
libs	Updated example	21 days ago	
unassigned	Updated example	21 days ago	

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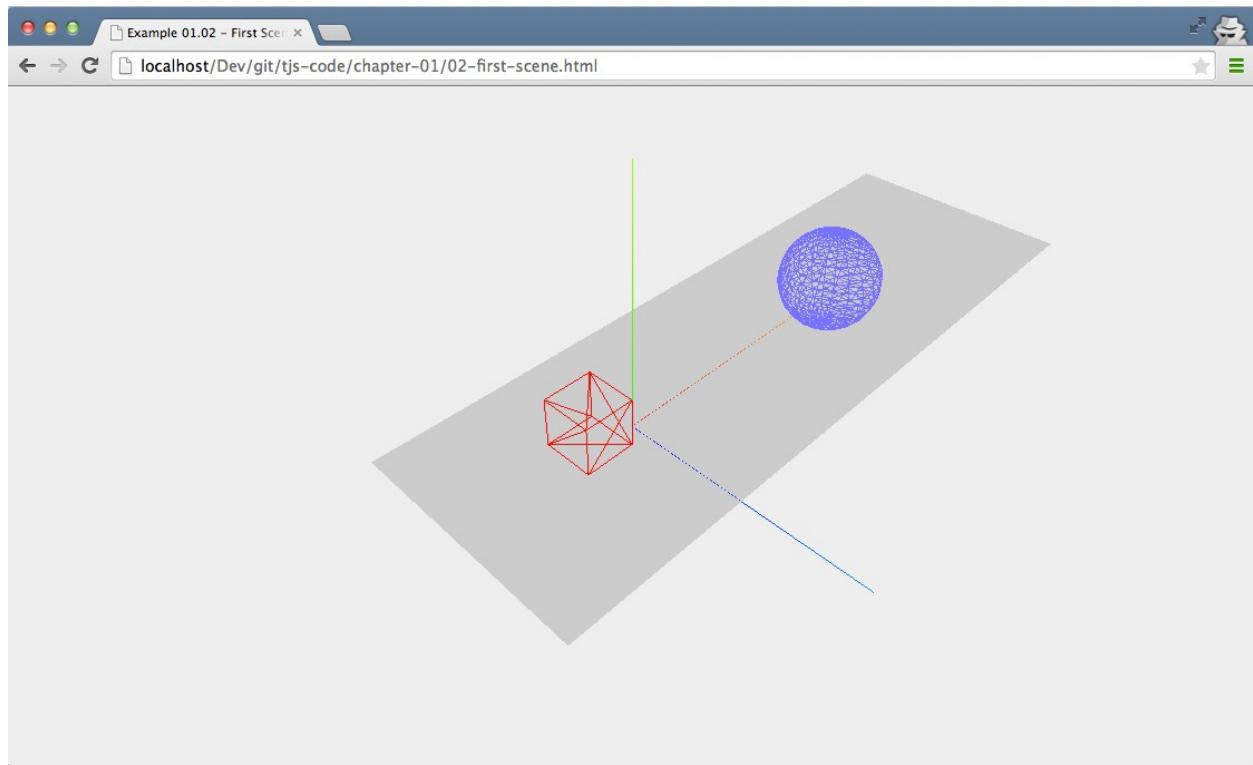
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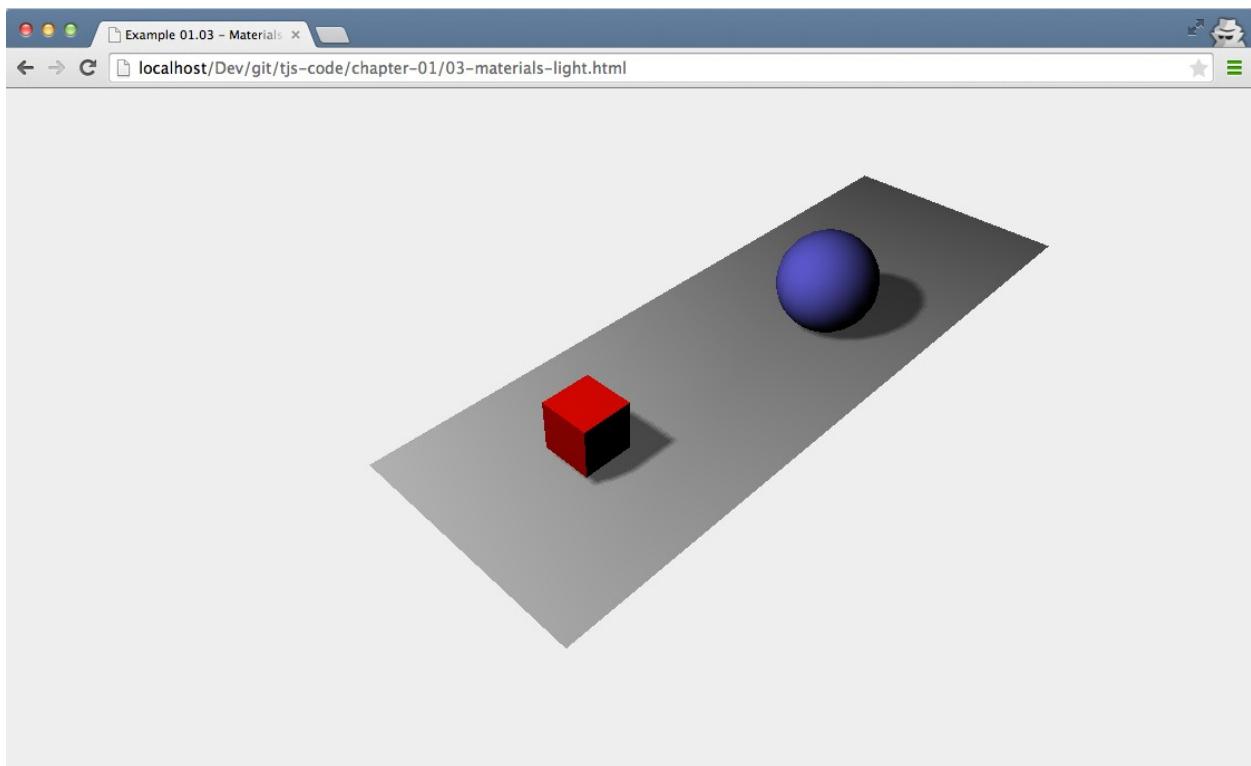
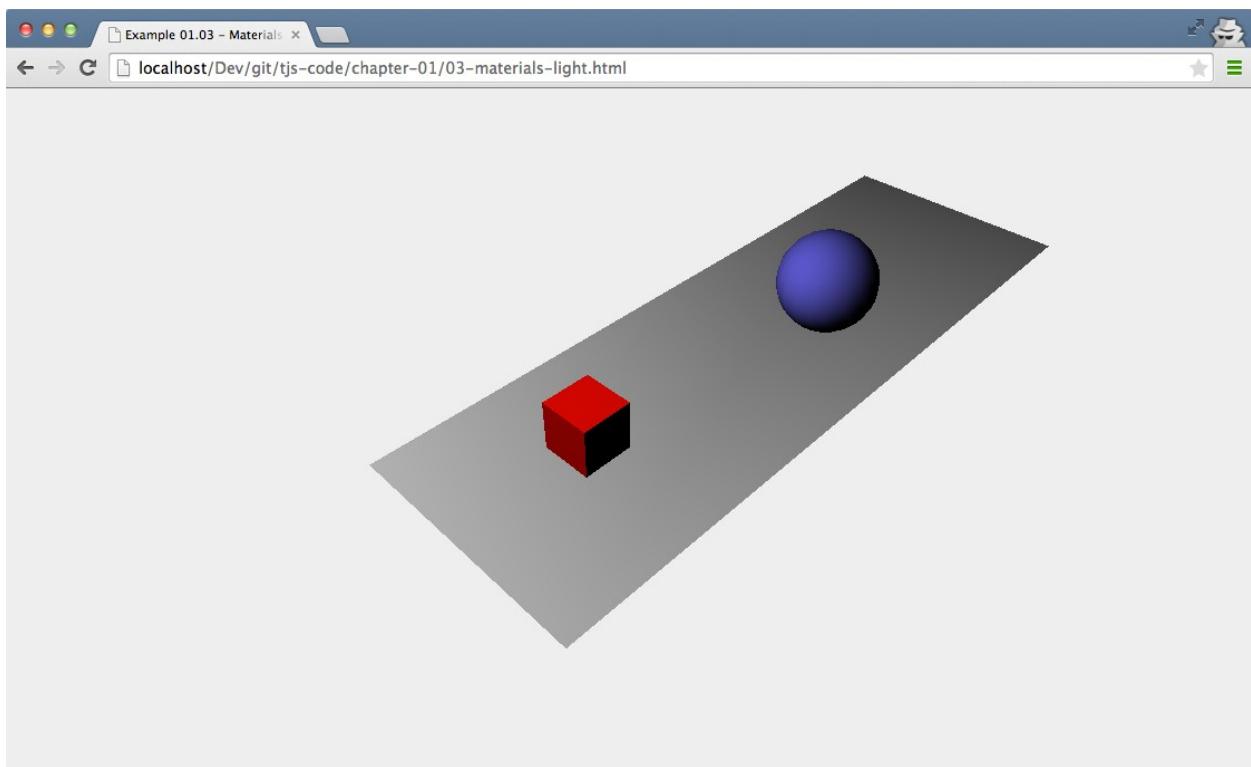


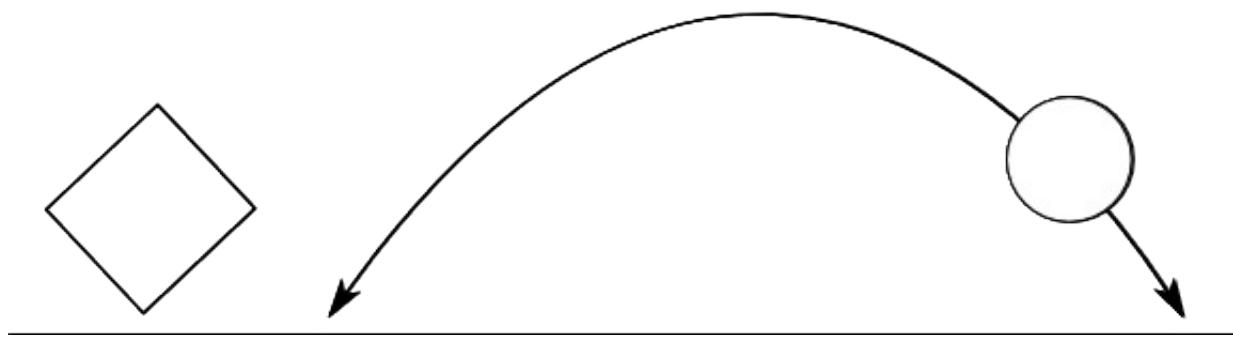
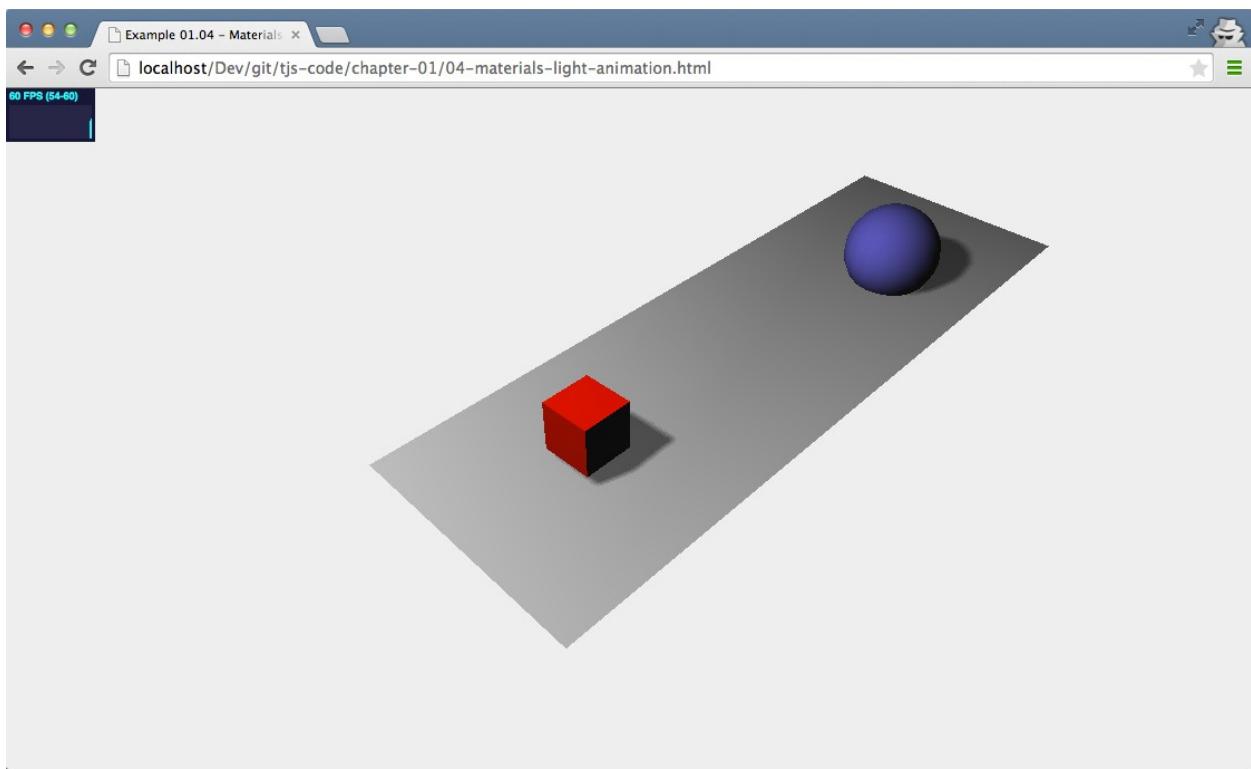
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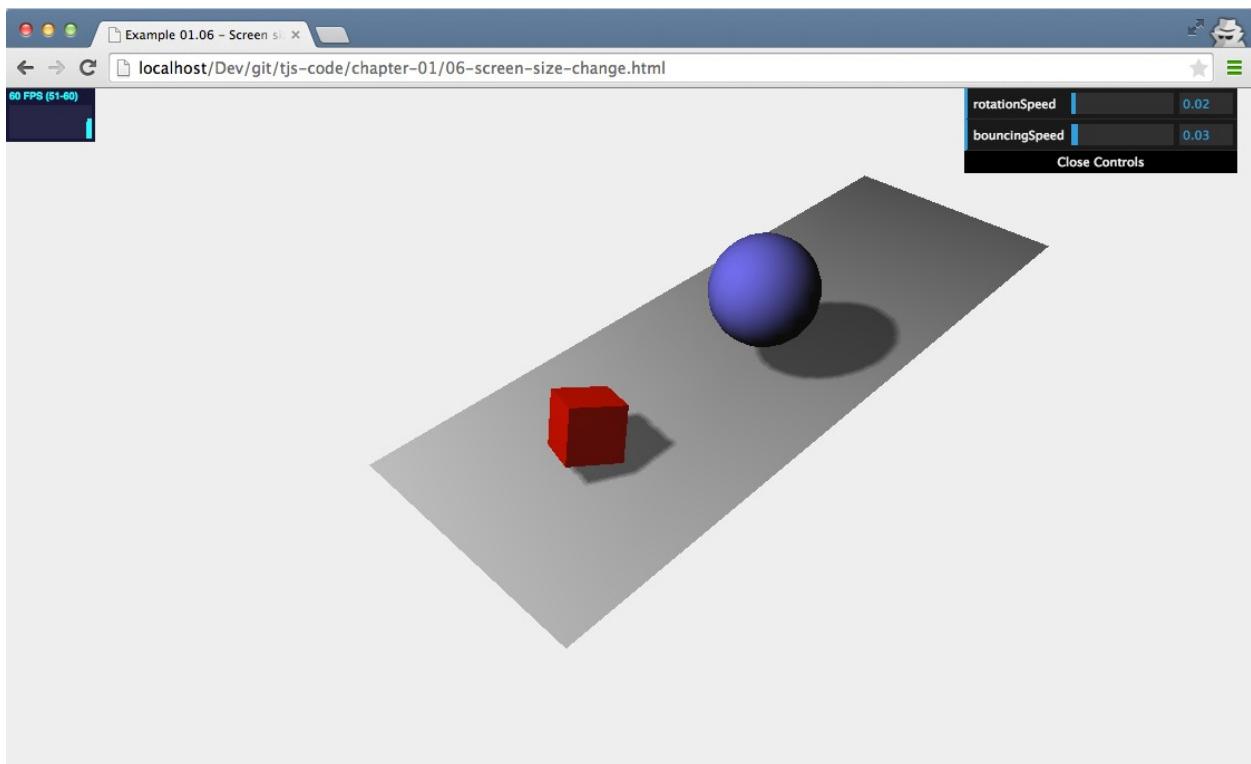
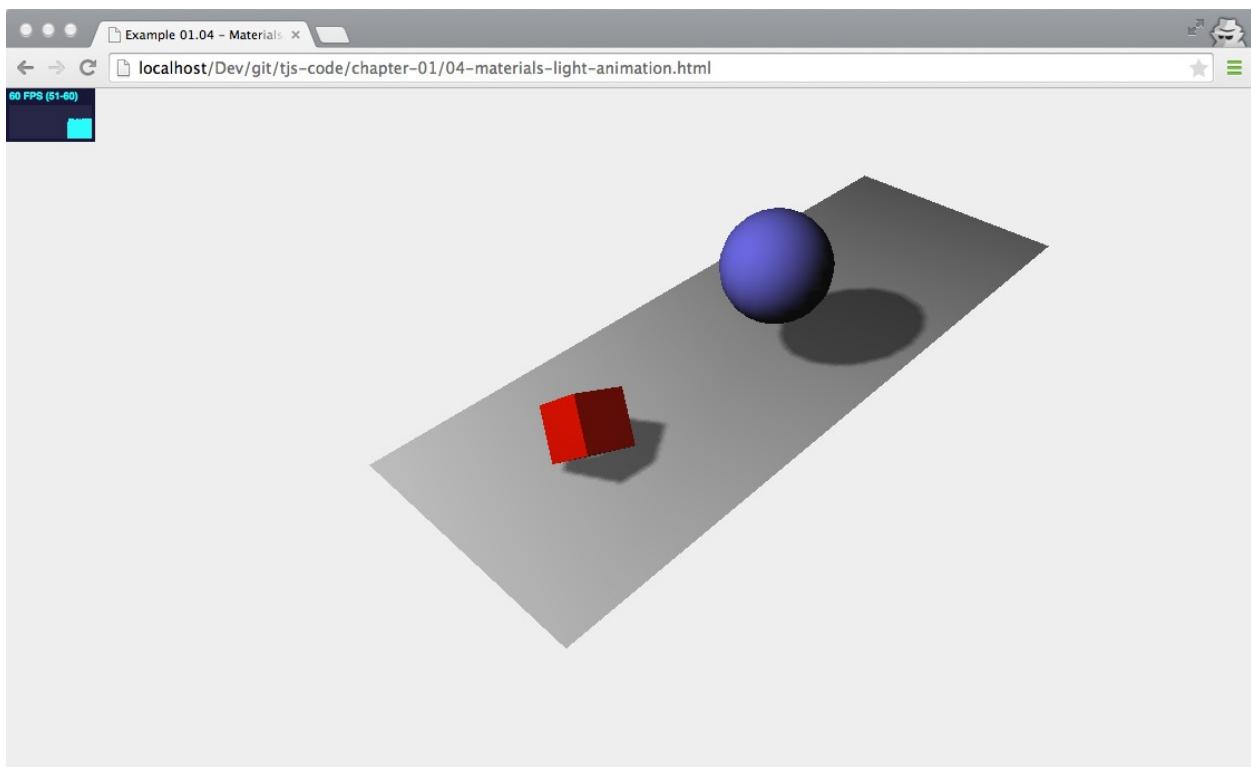
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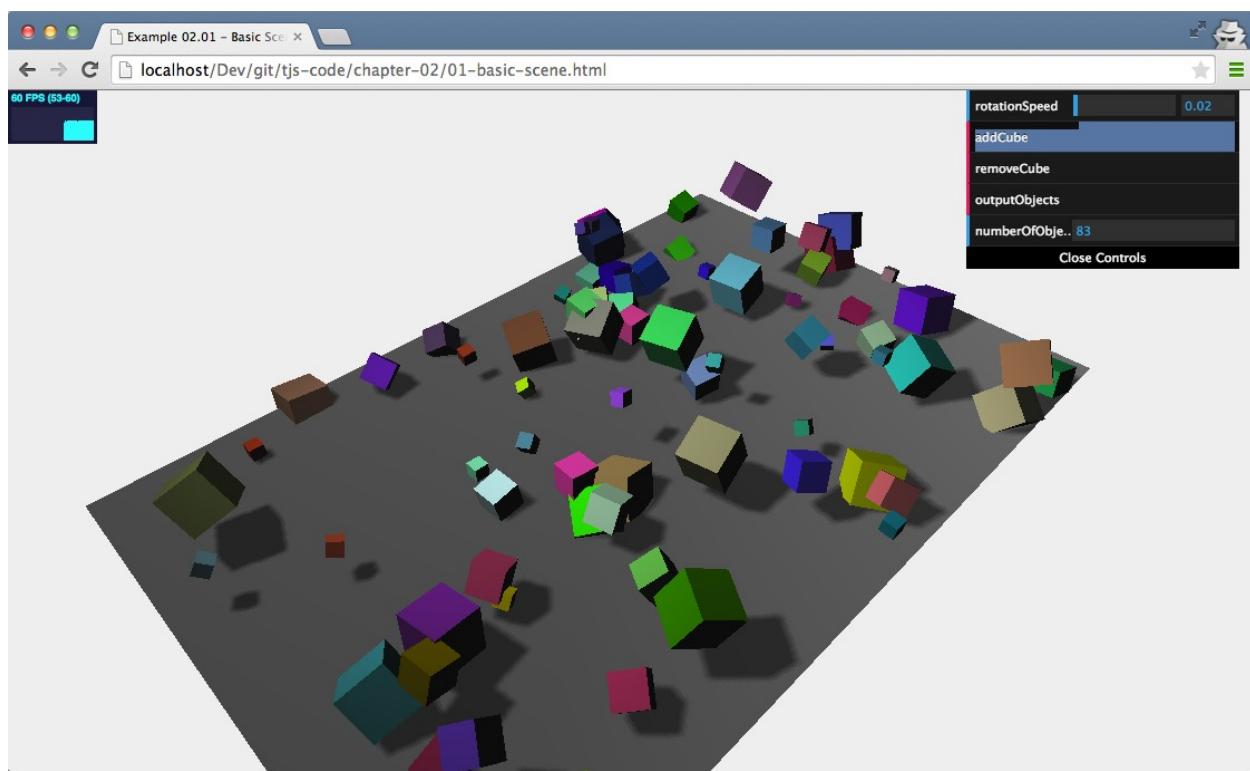
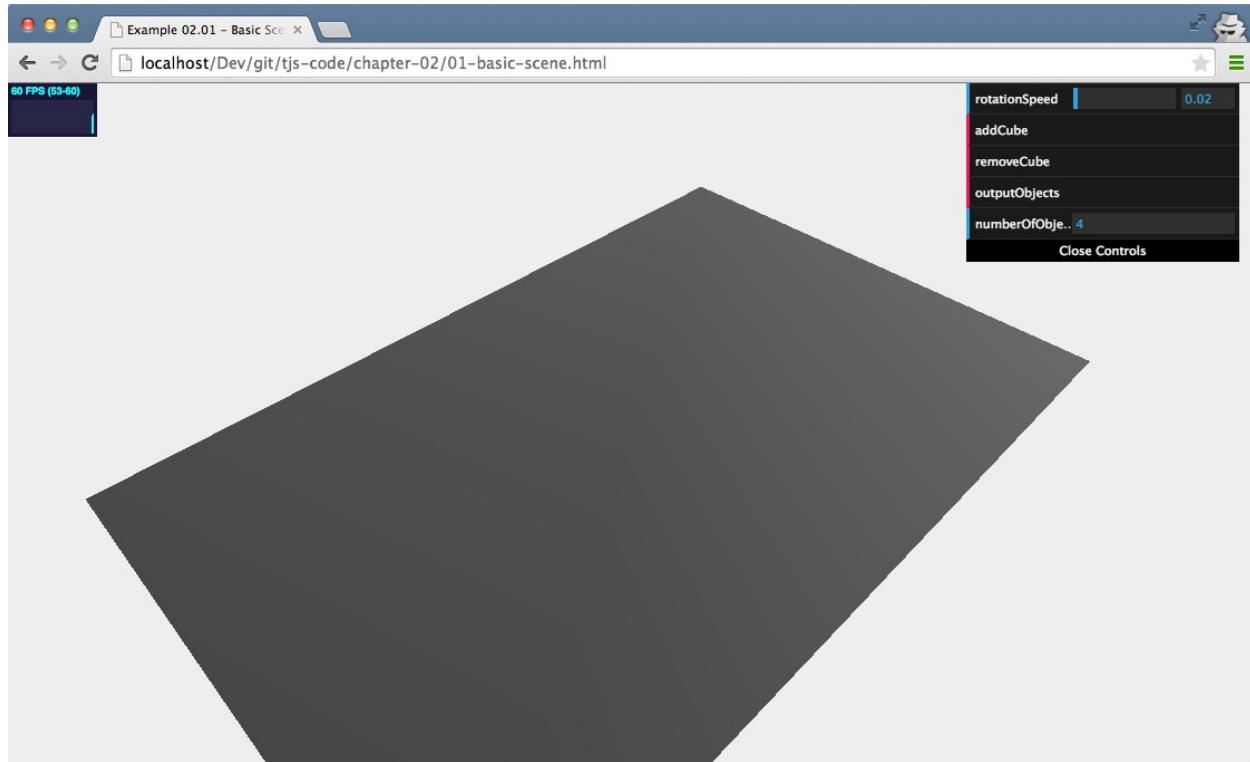


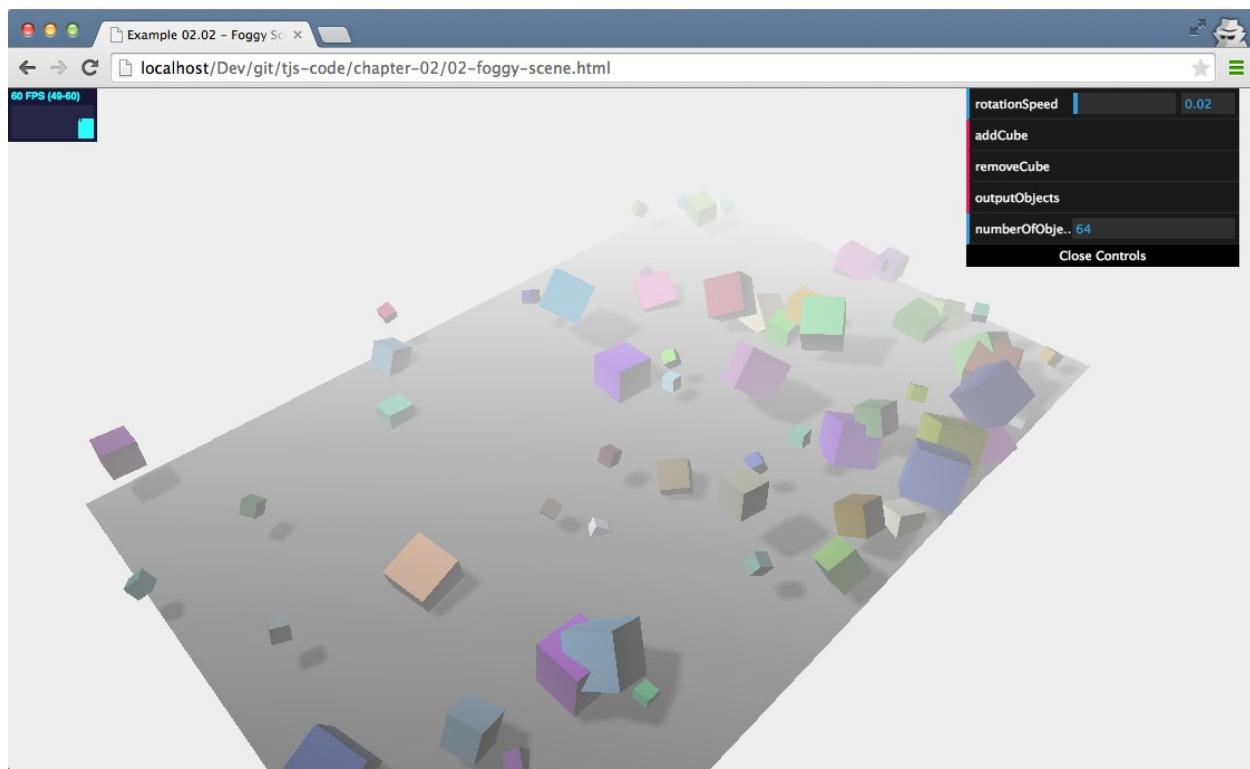
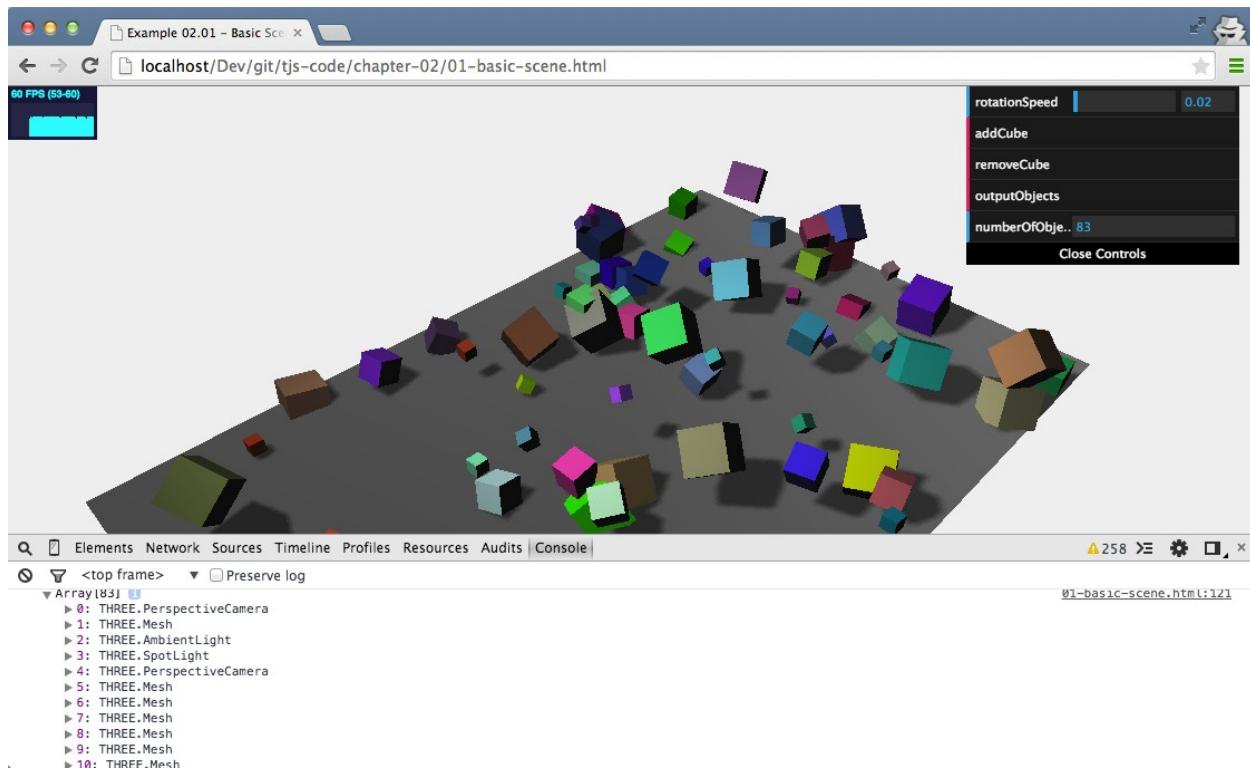


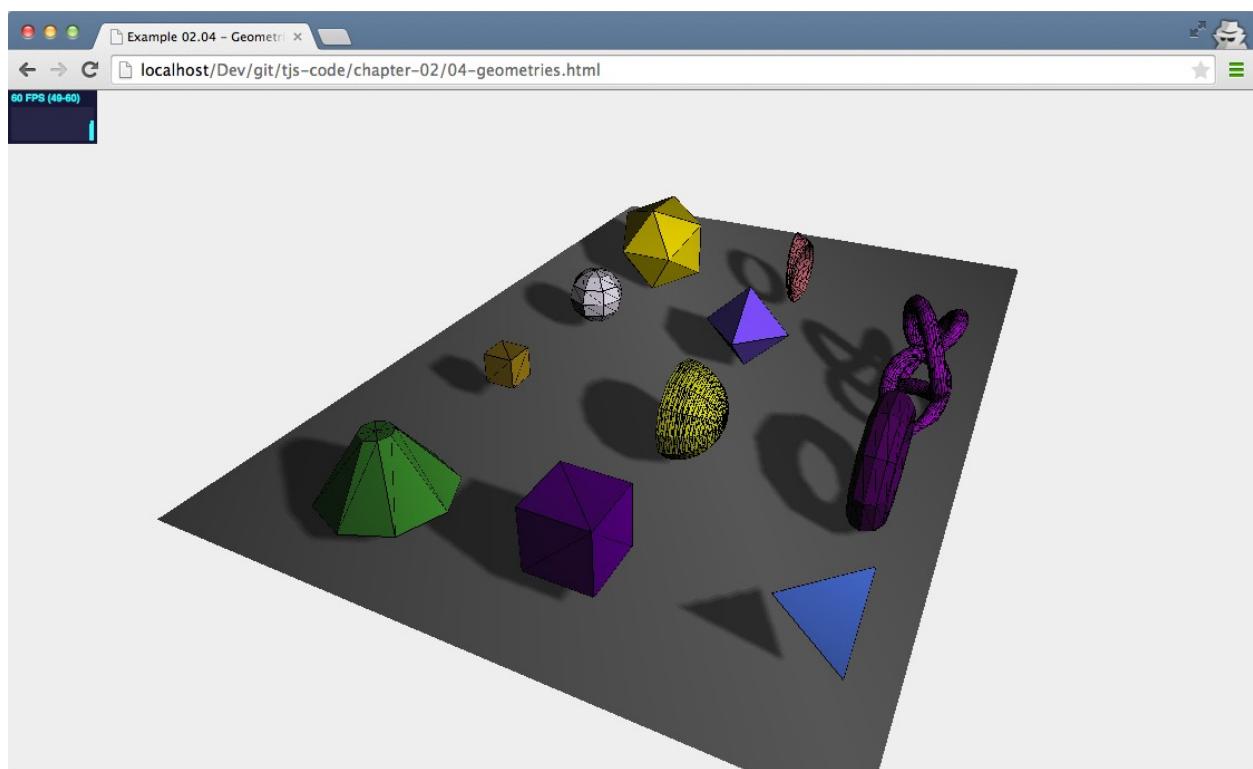
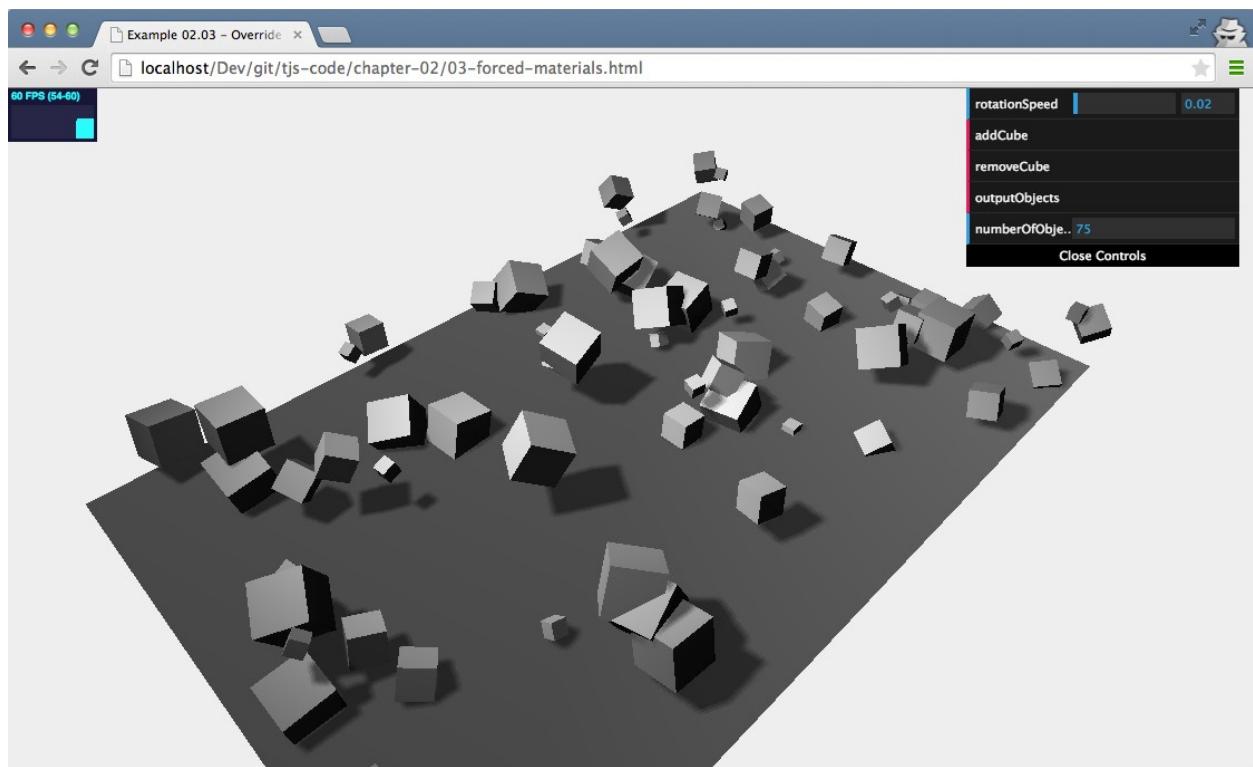


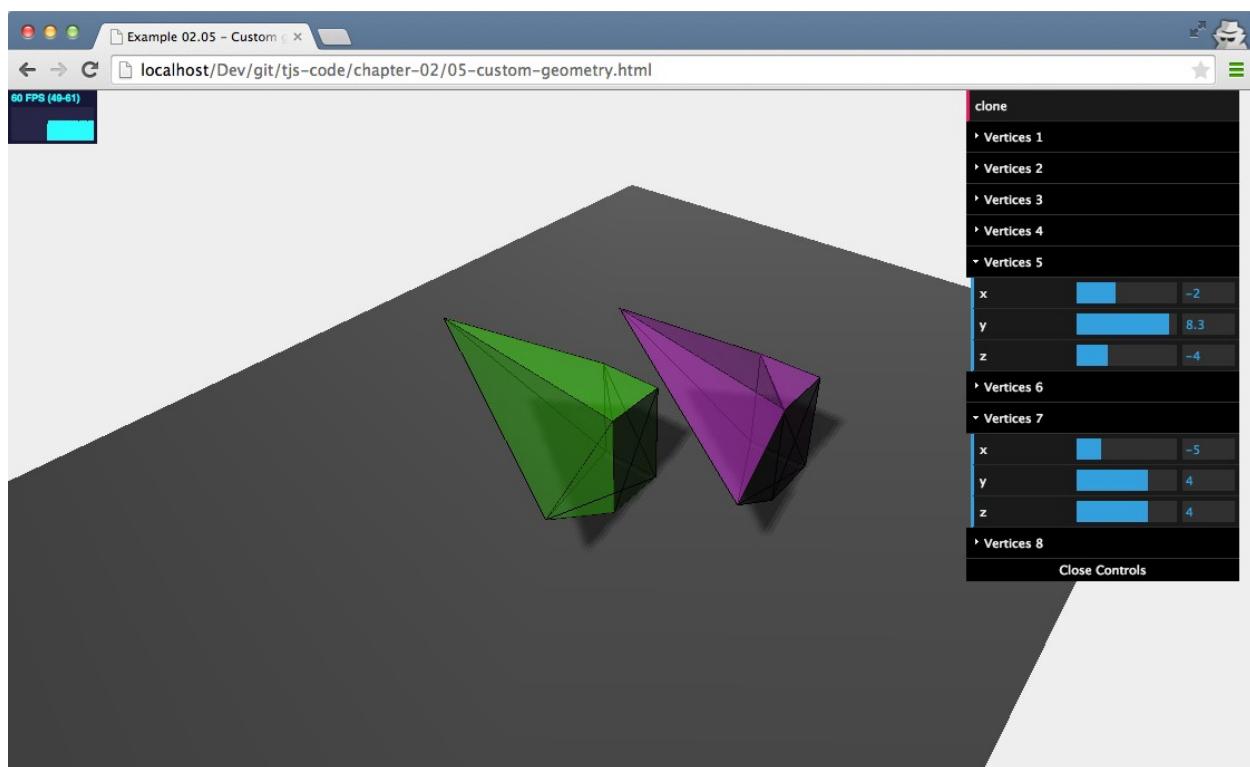
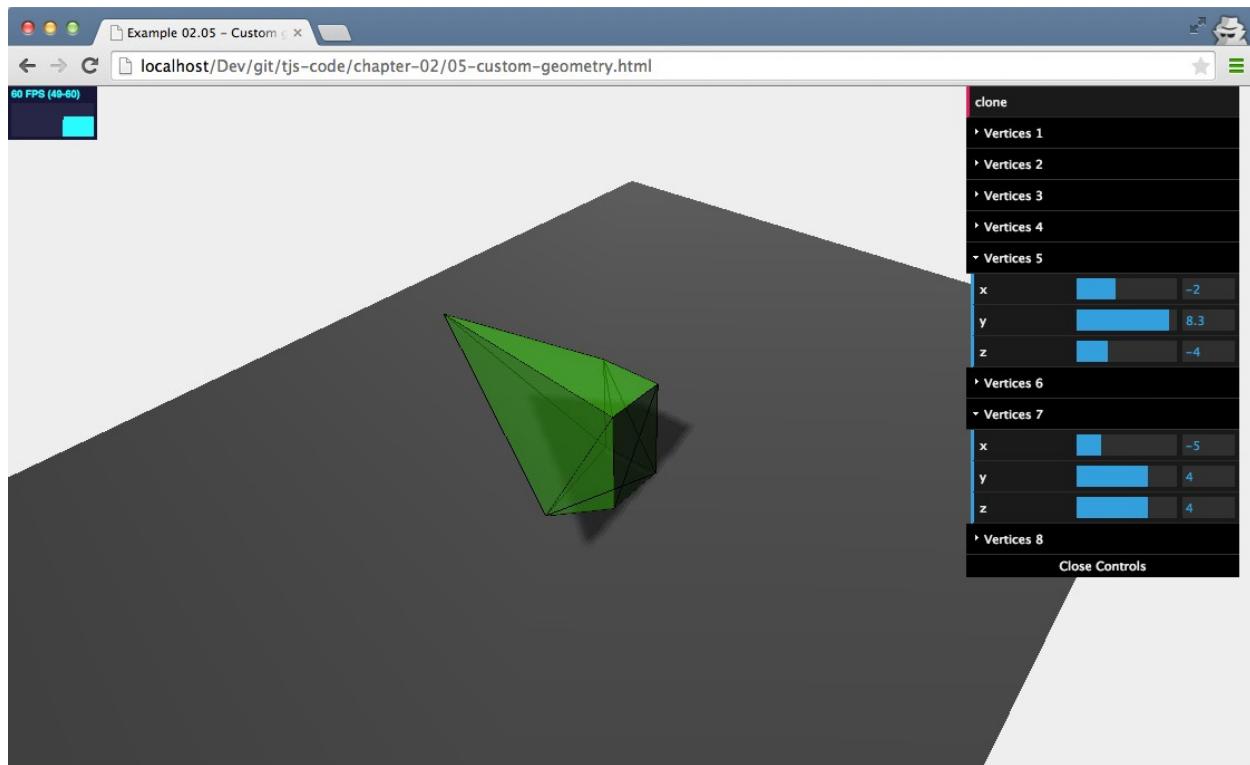


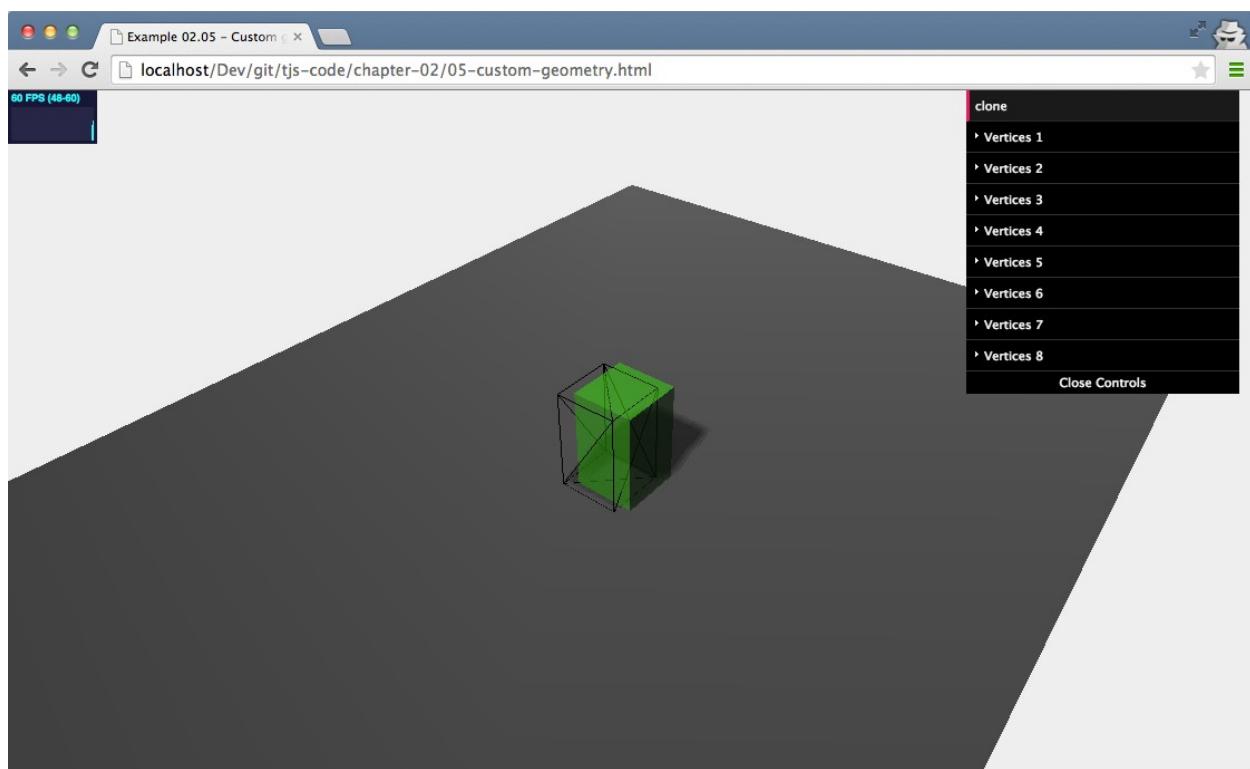
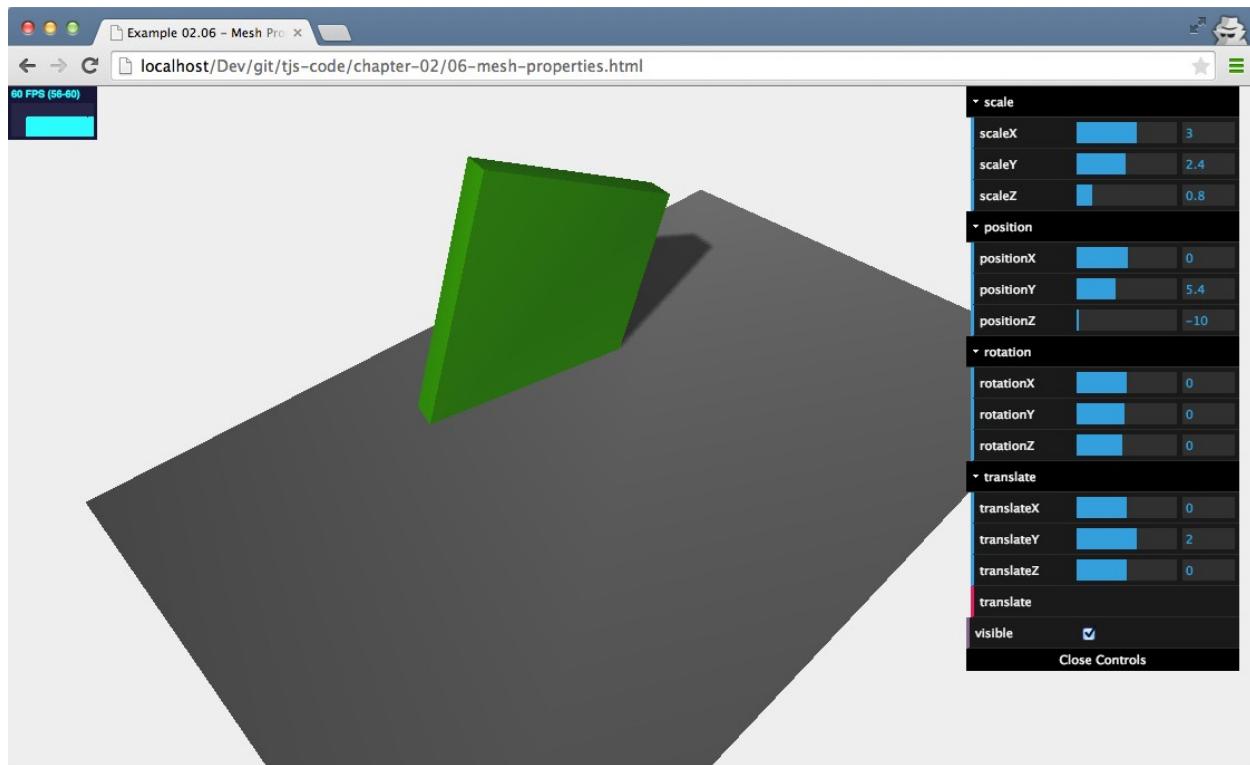
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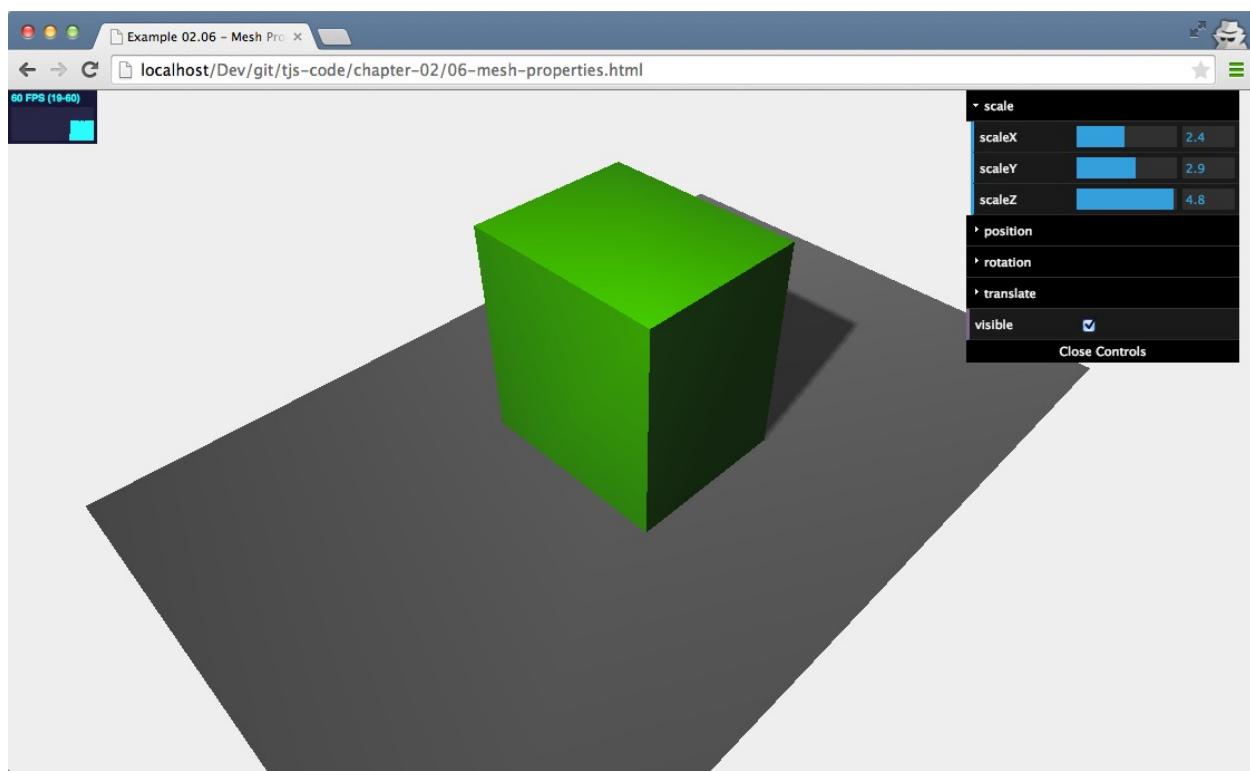
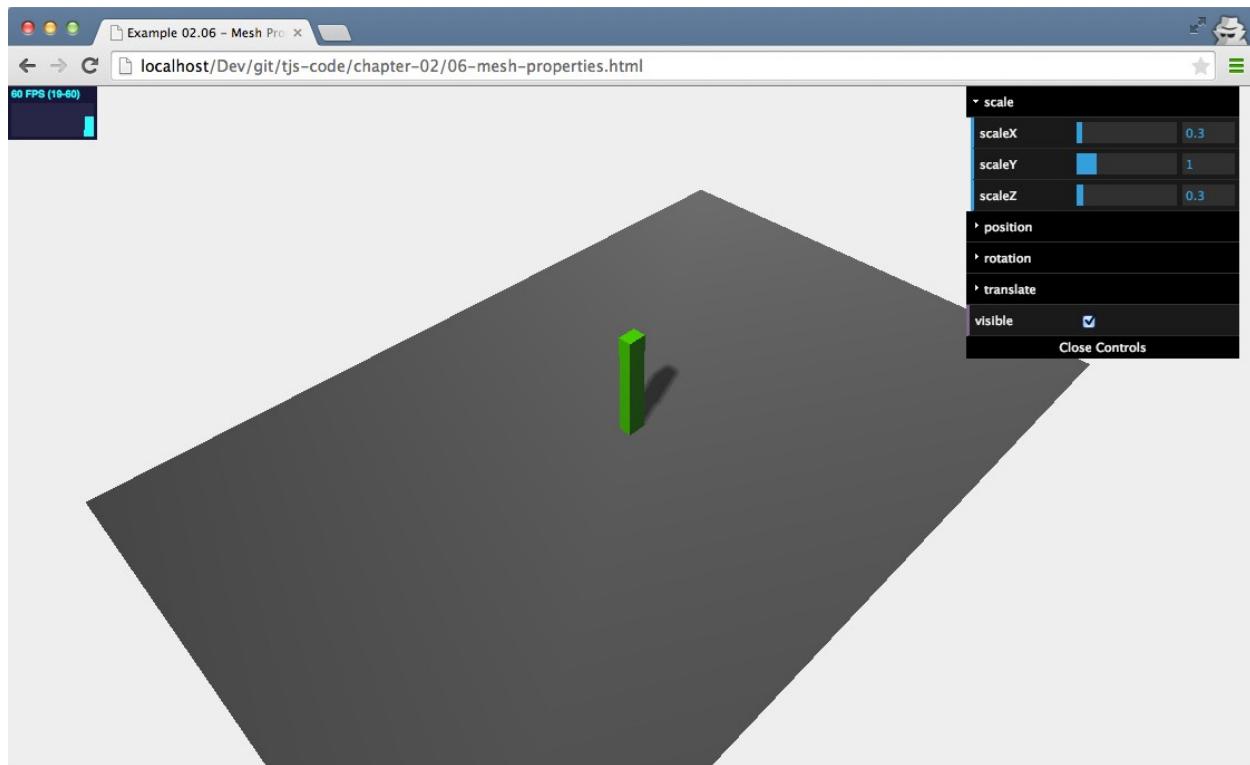


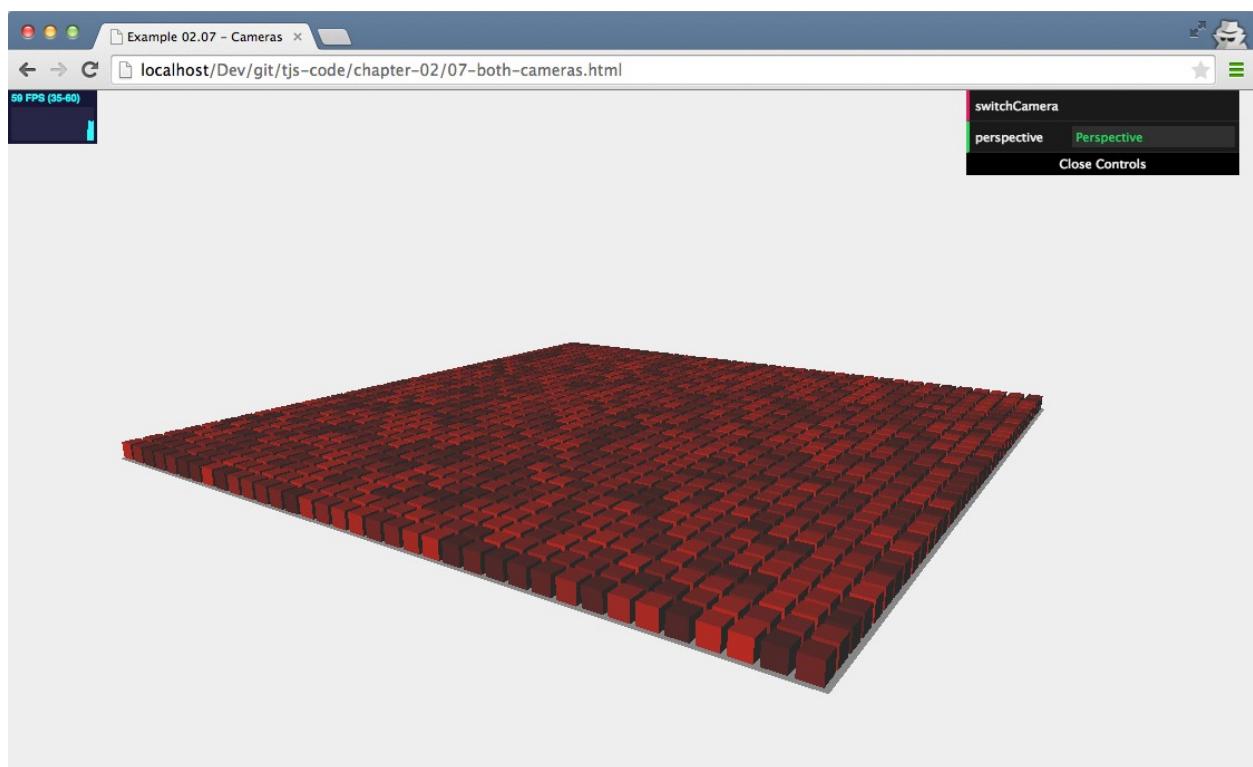
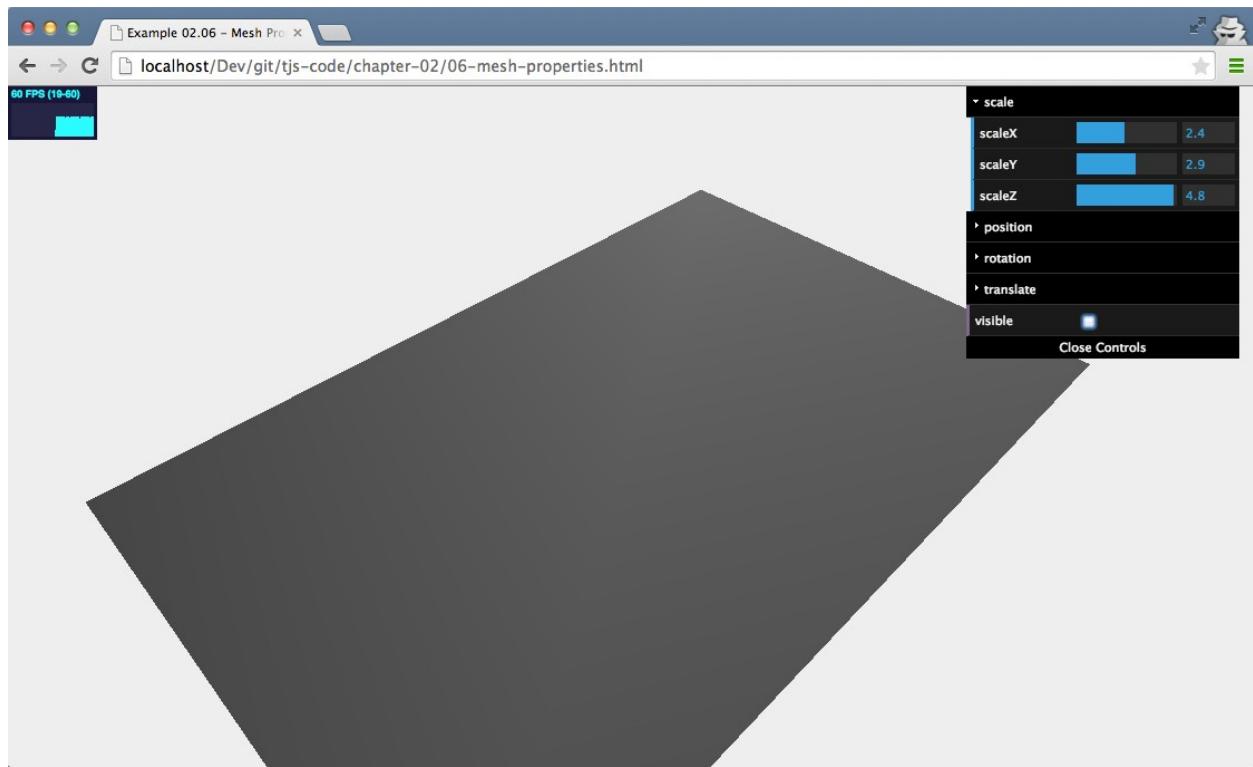


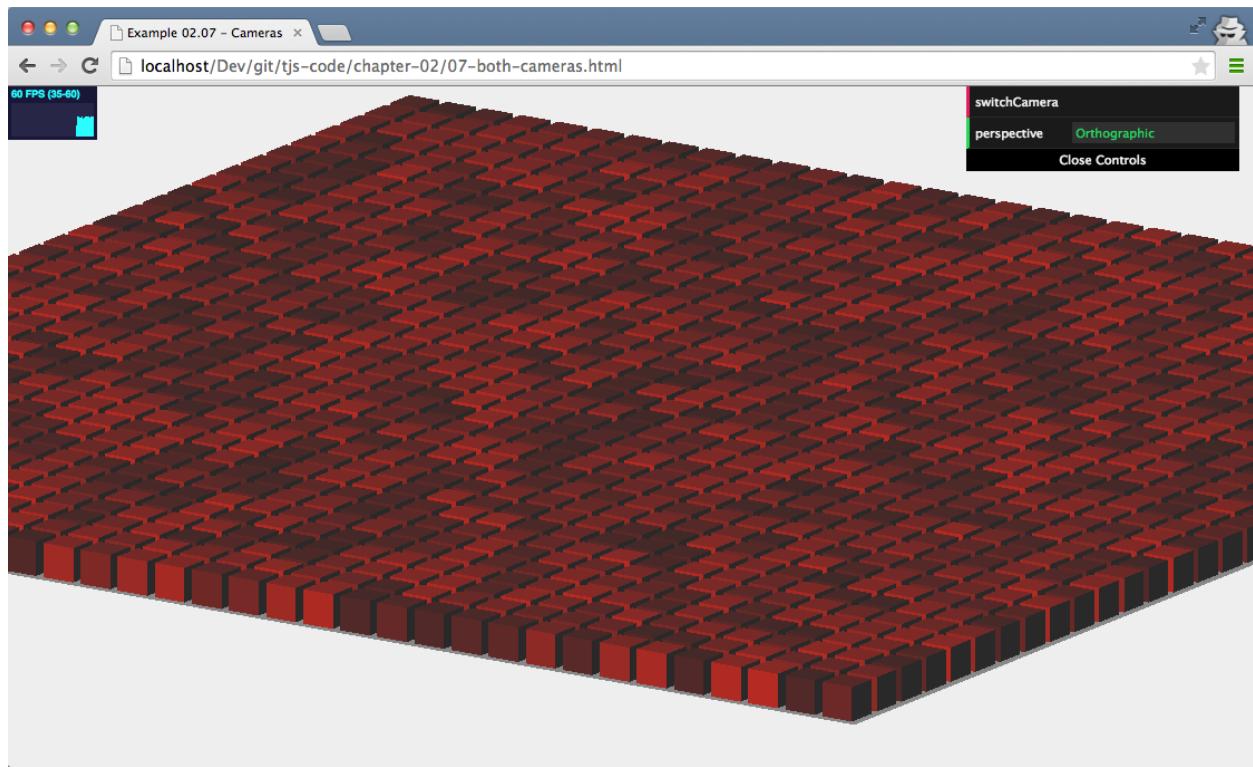




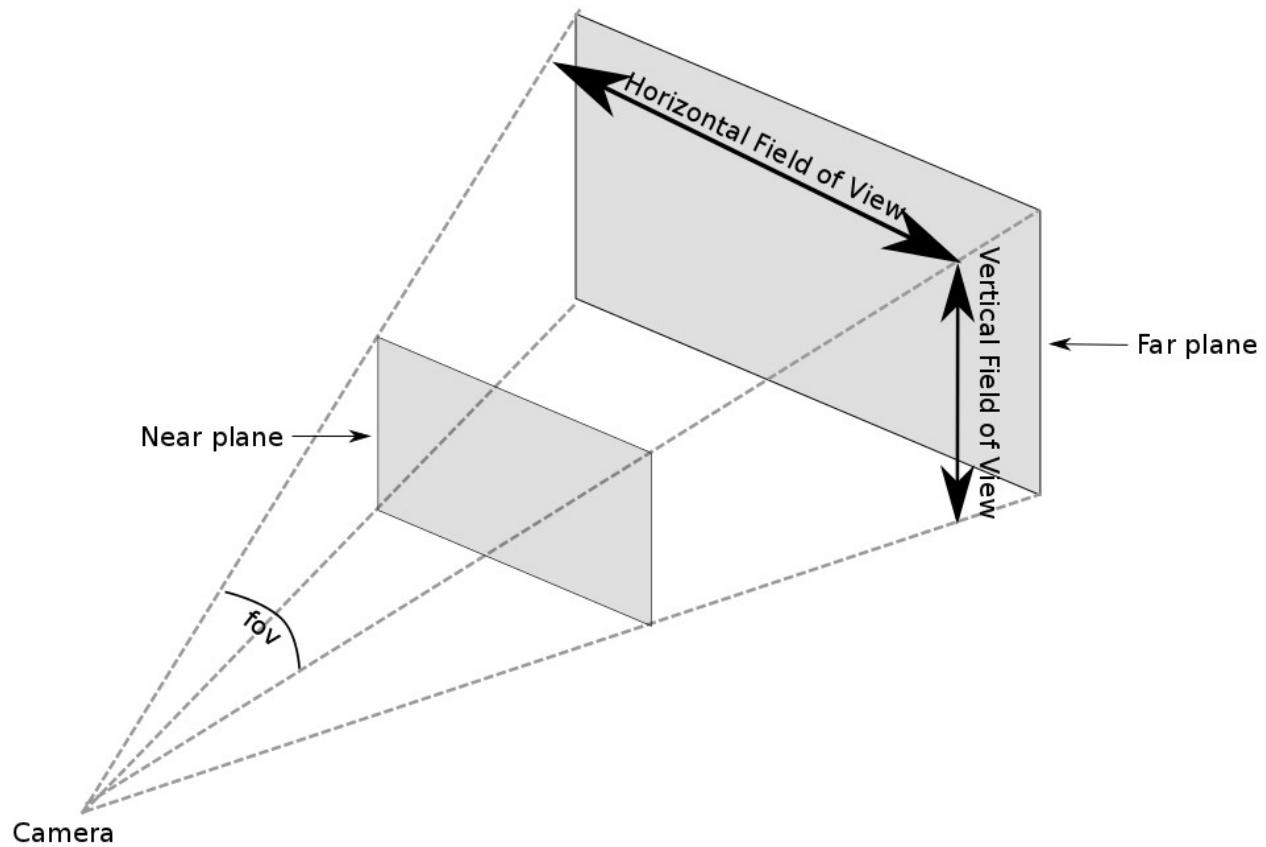


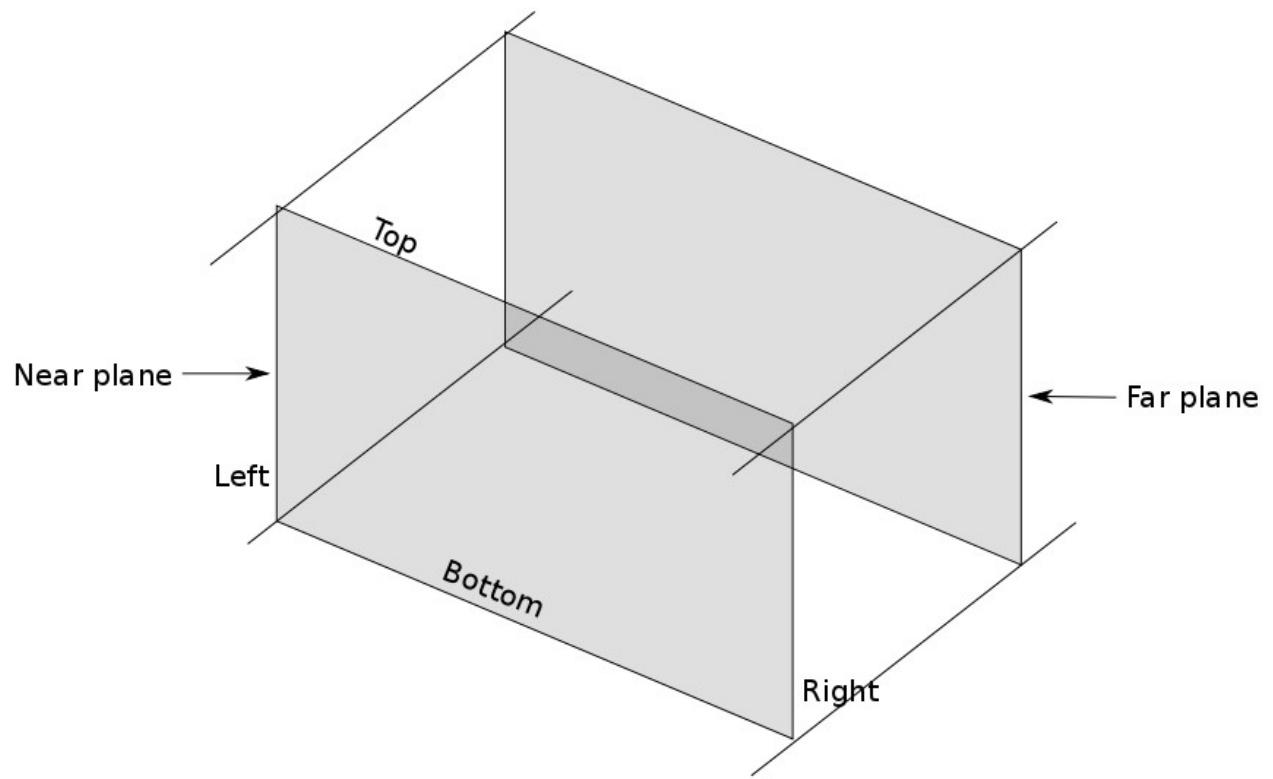


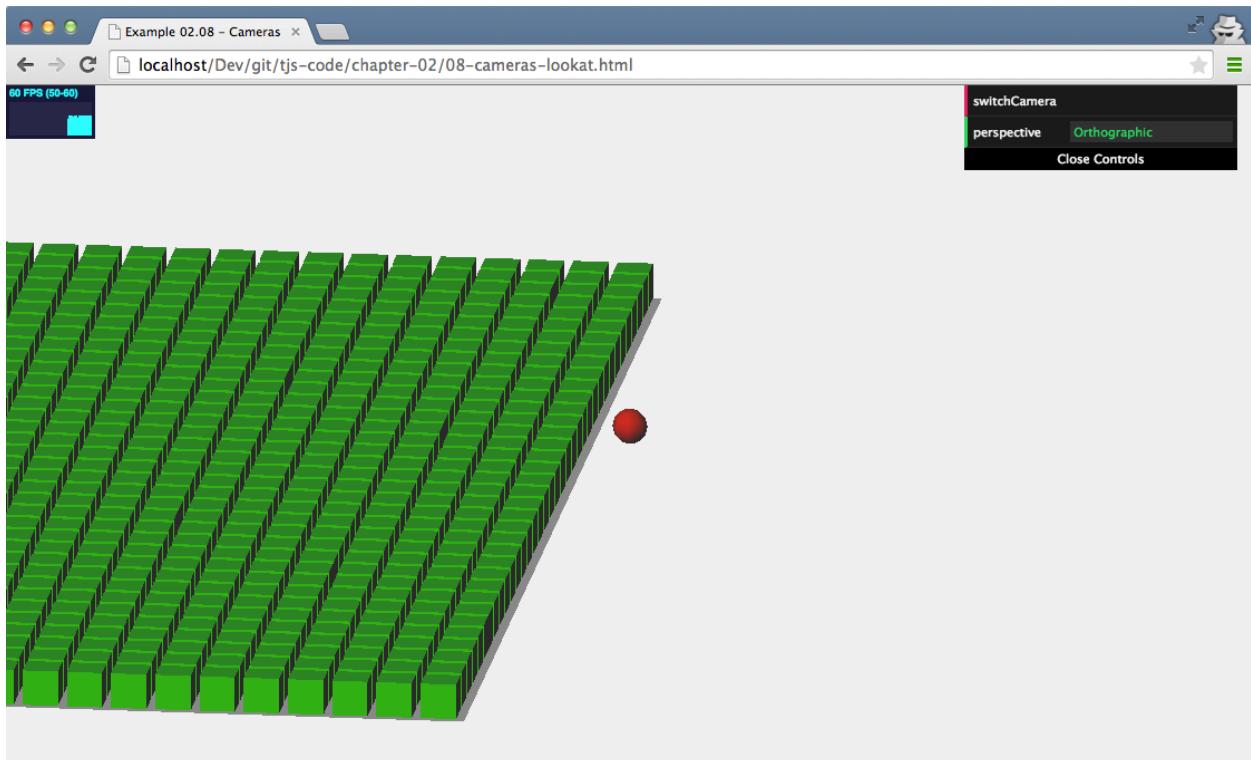
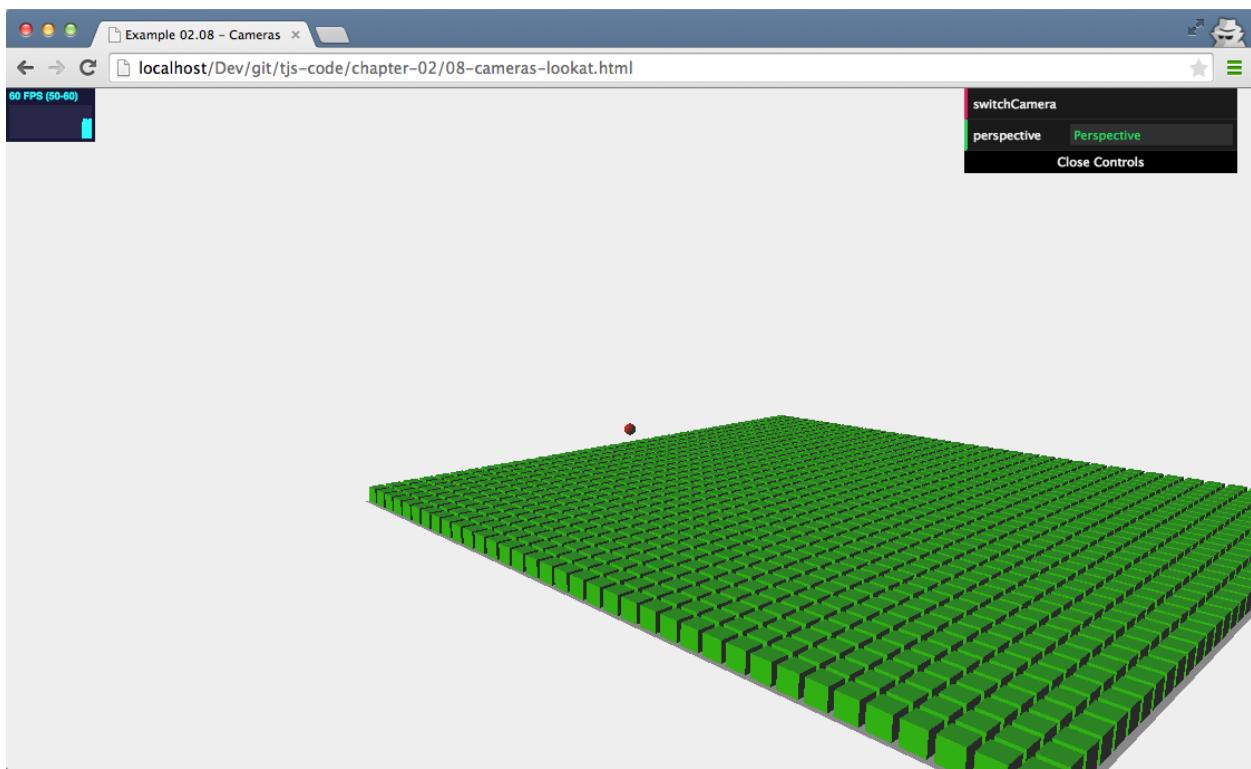




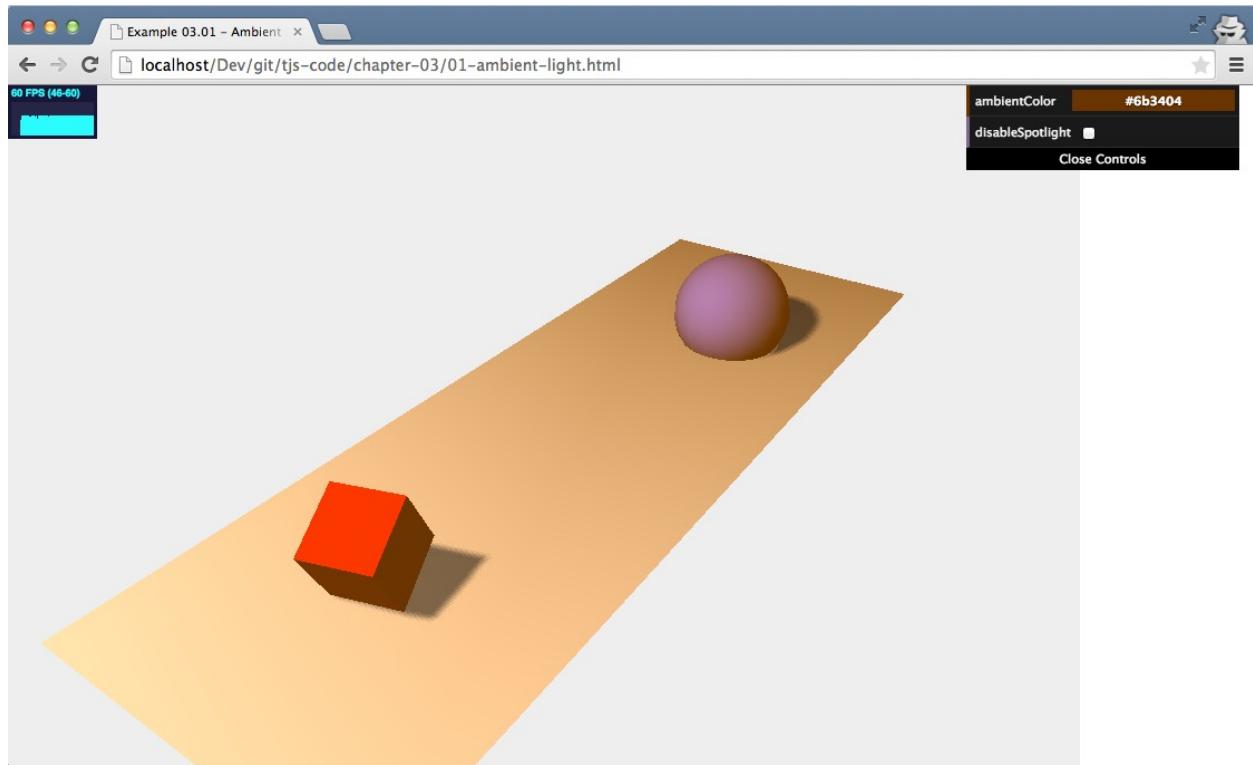


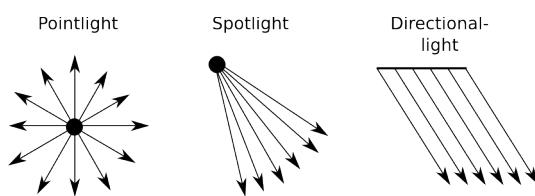
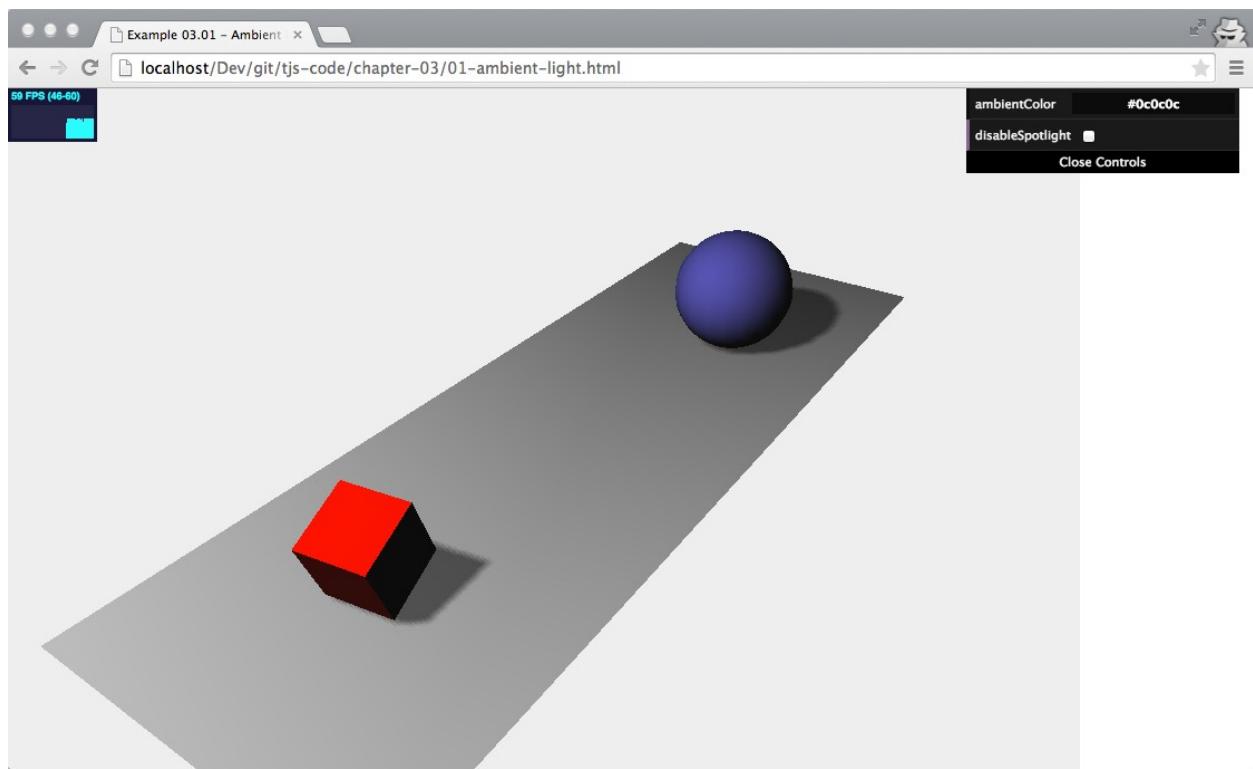


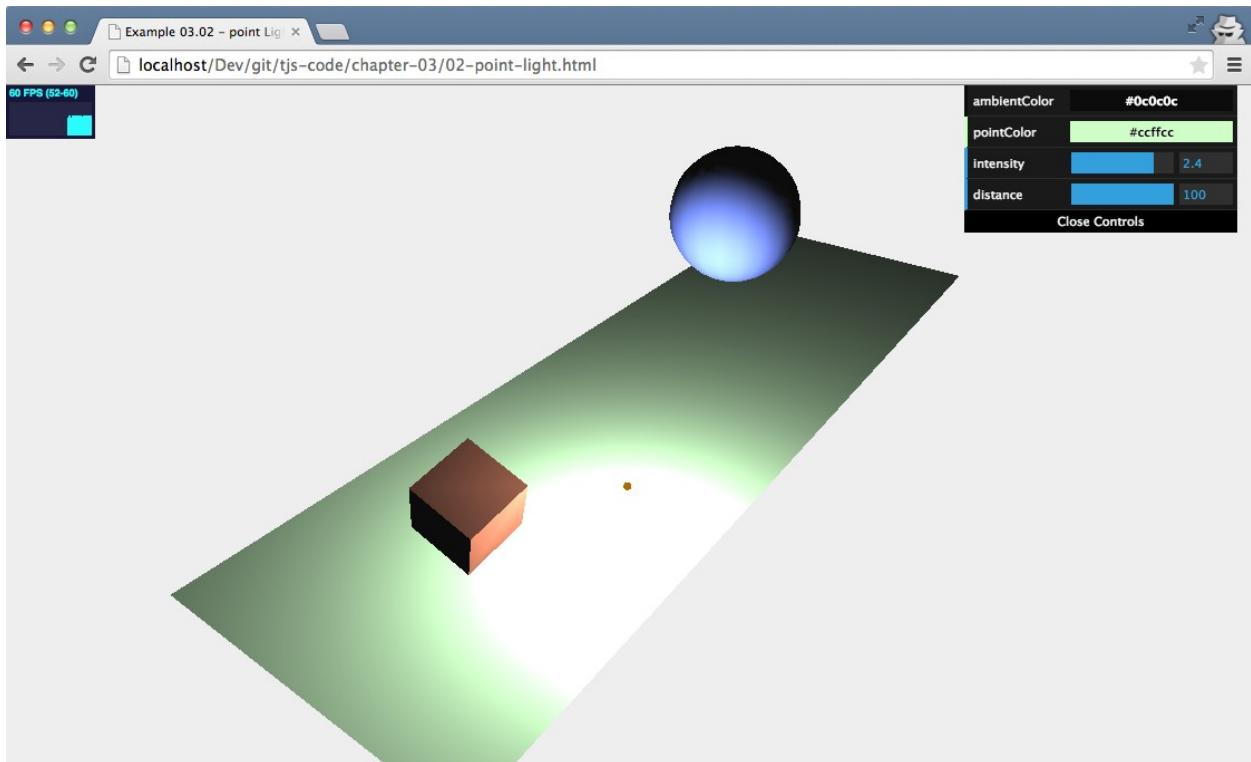
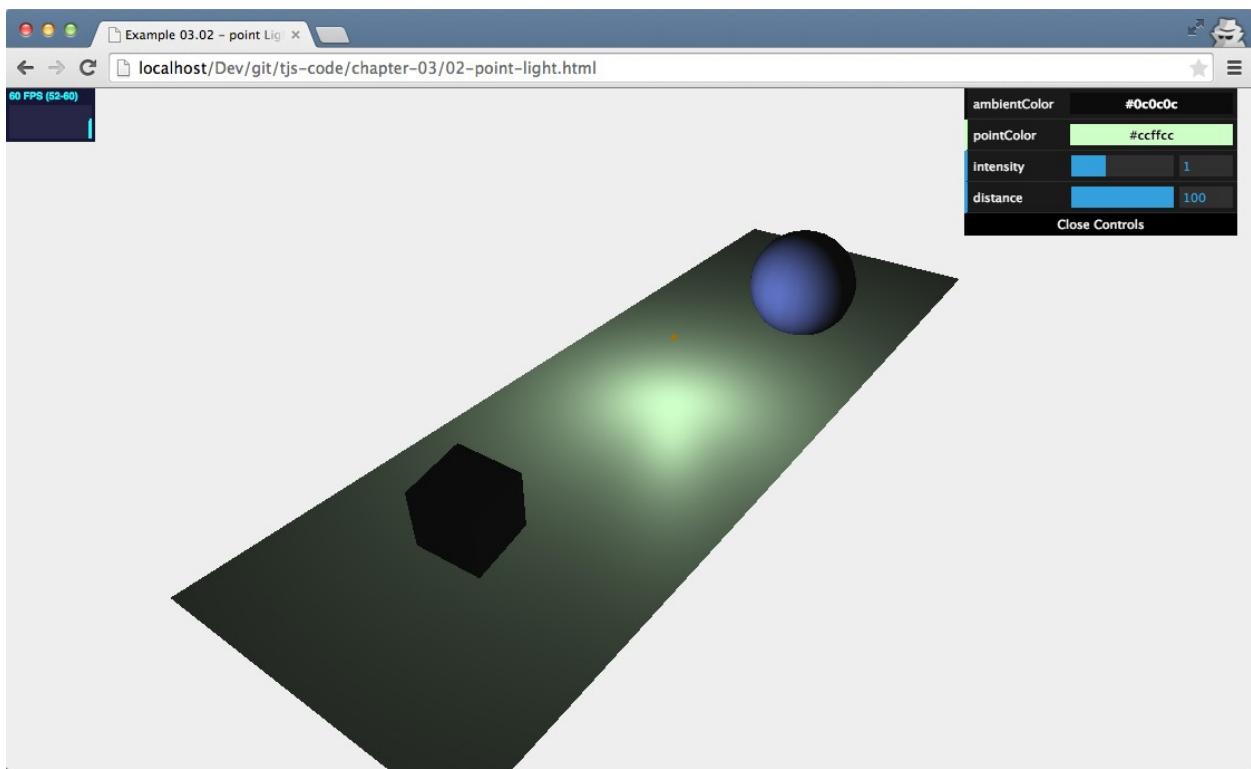


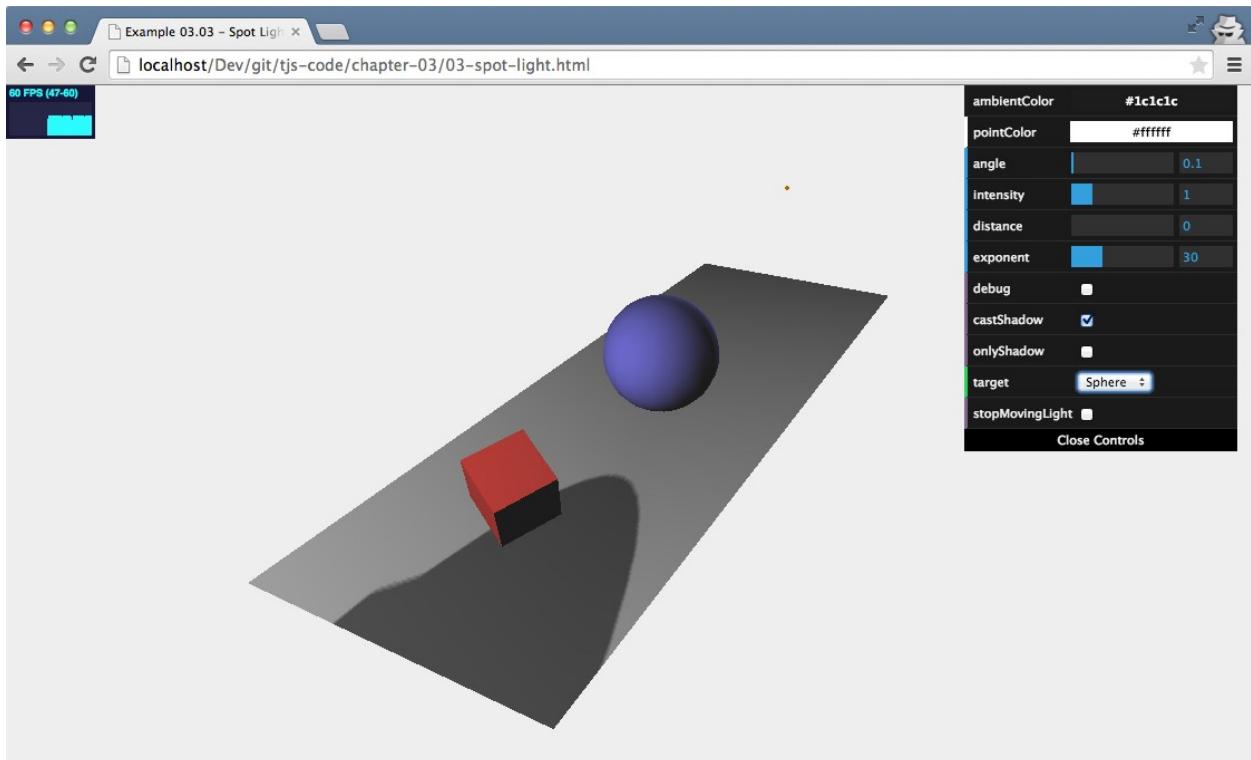
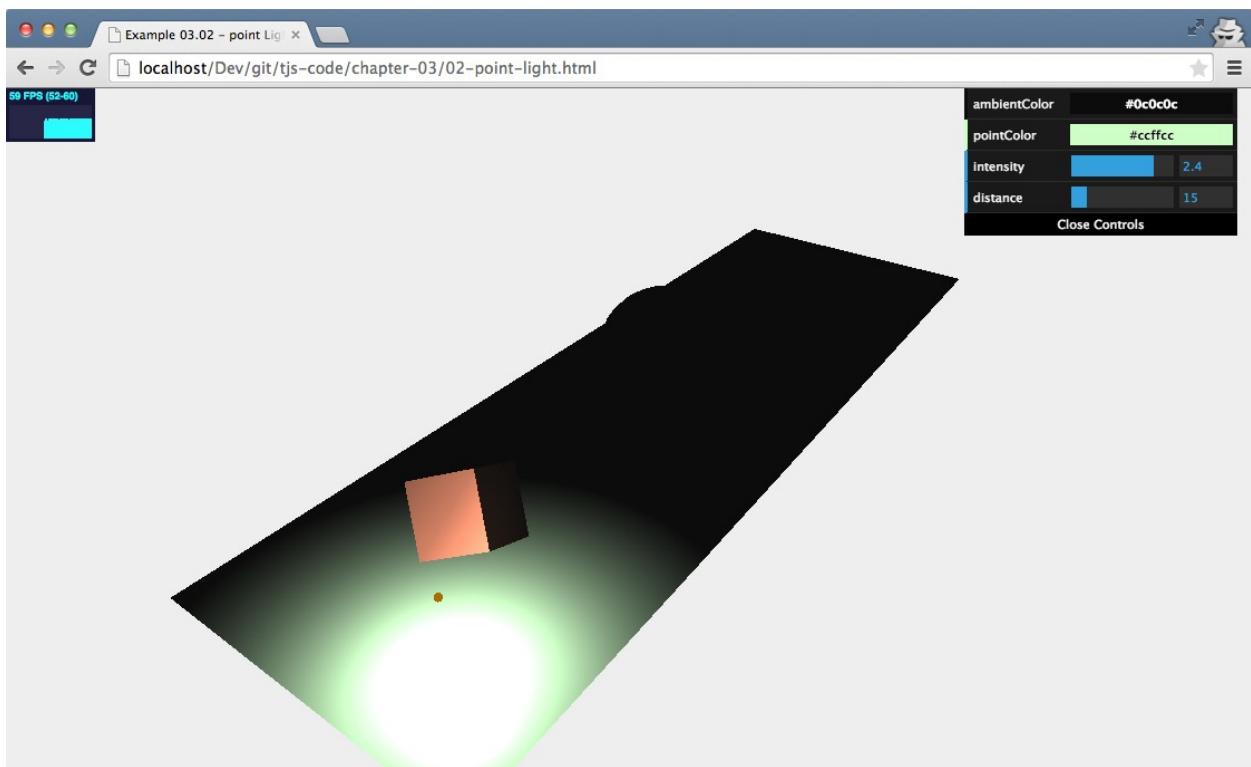


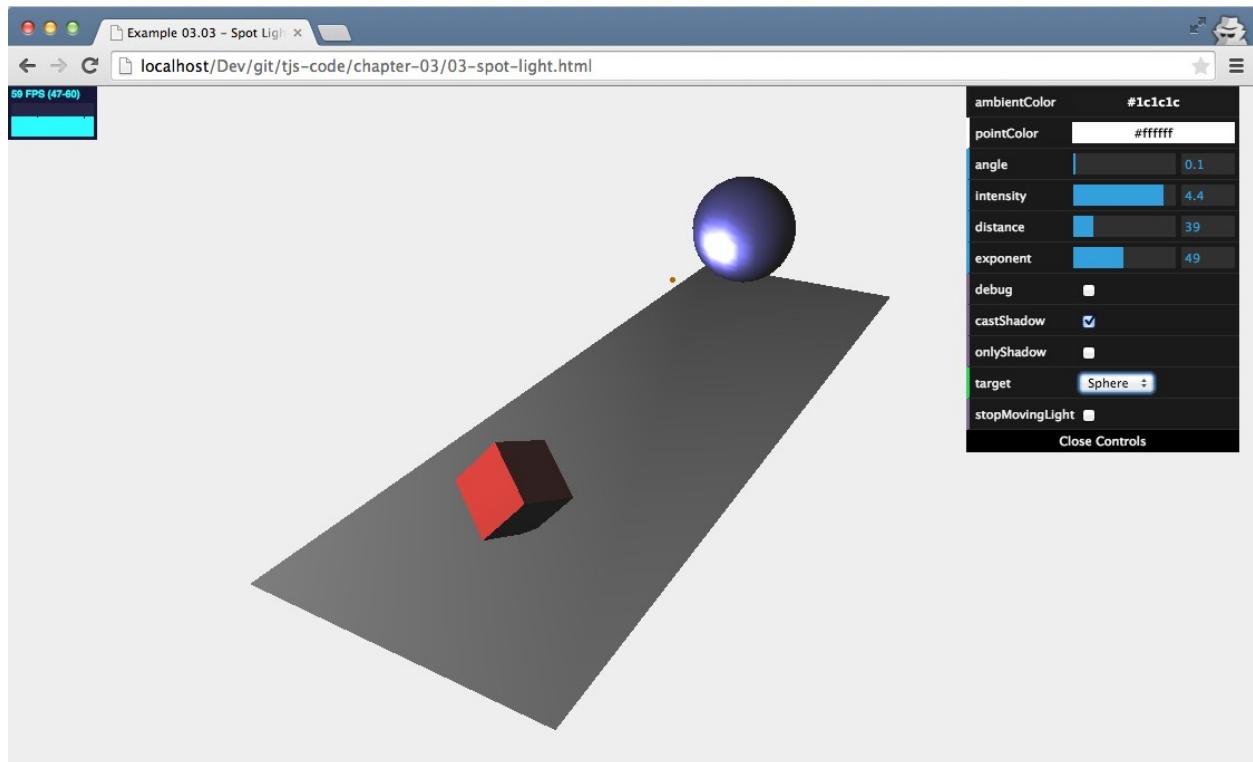
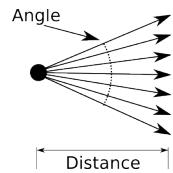
Chapter 3: Working with the Different Light Sources Available in Three.js

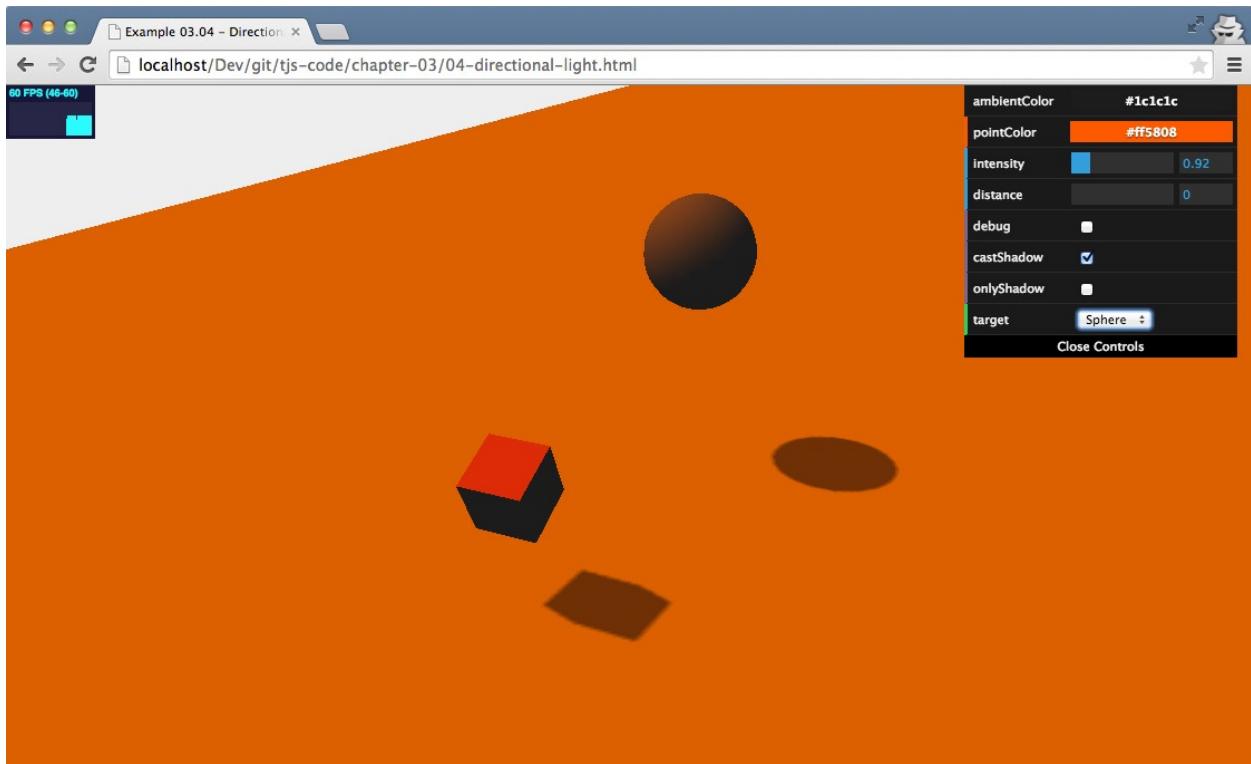
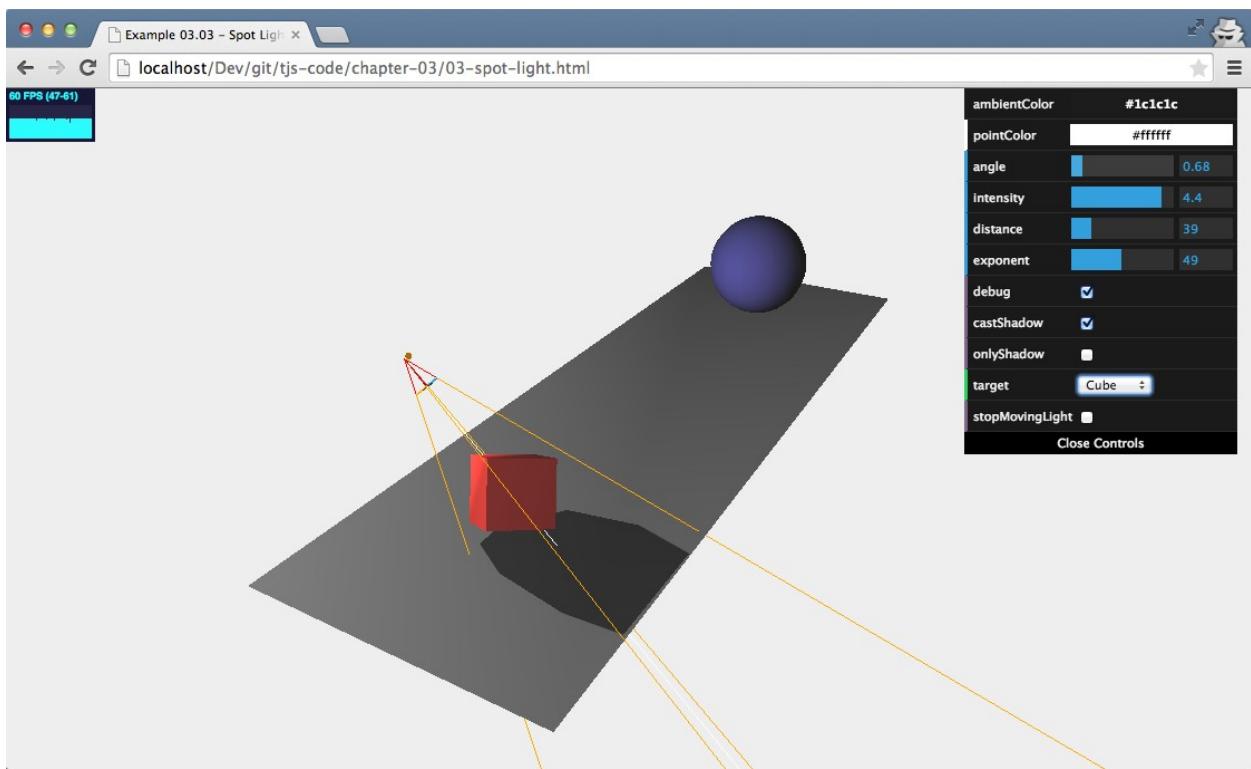


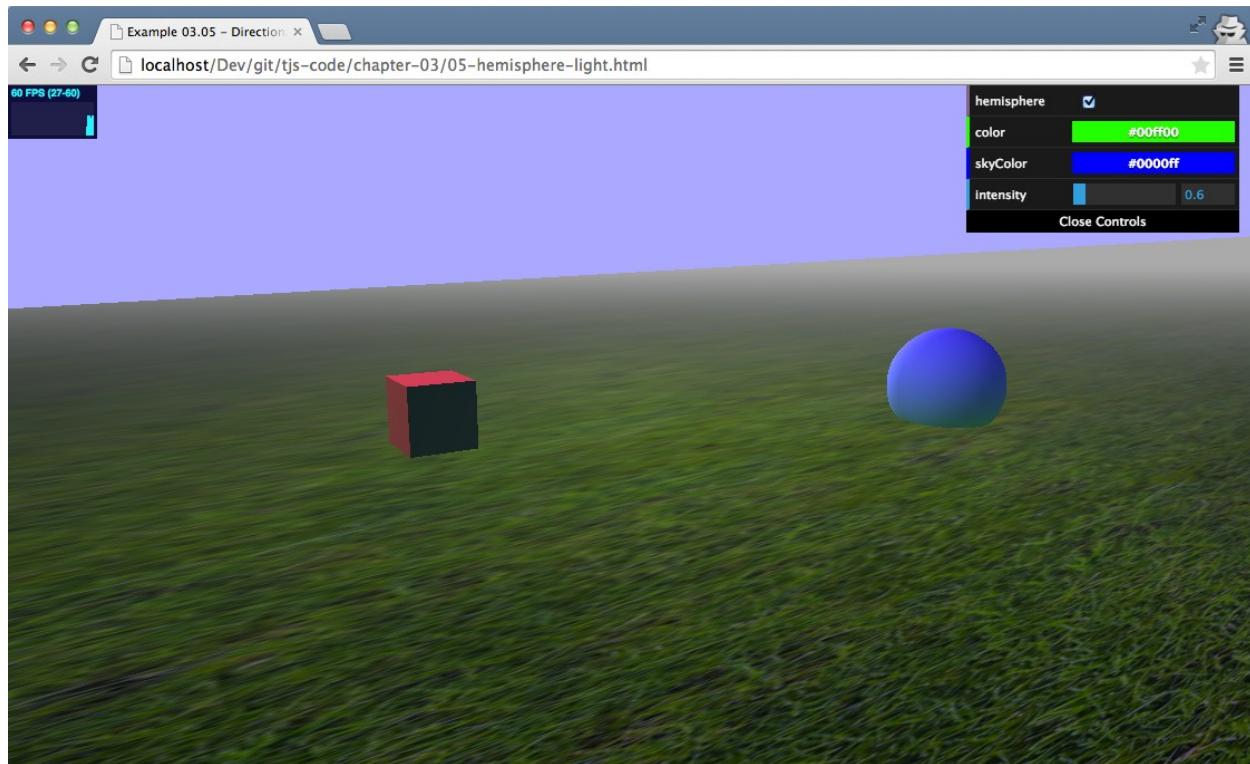
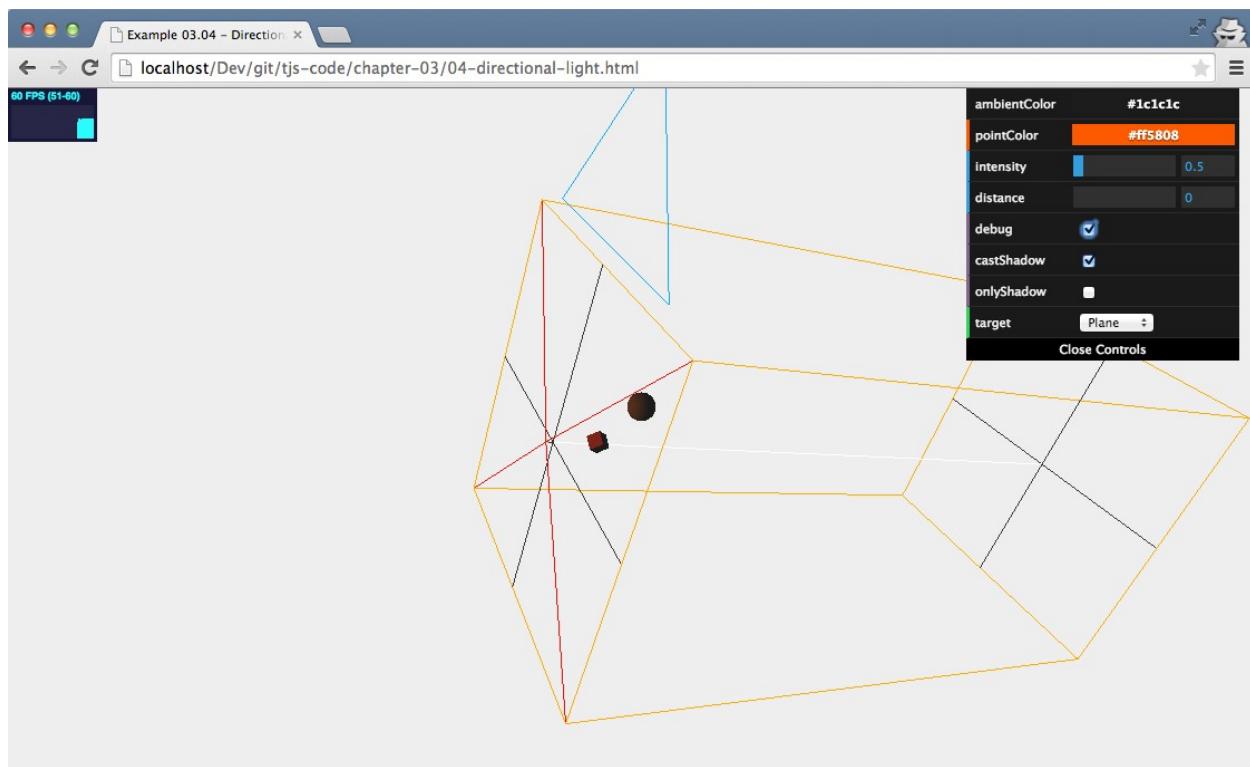


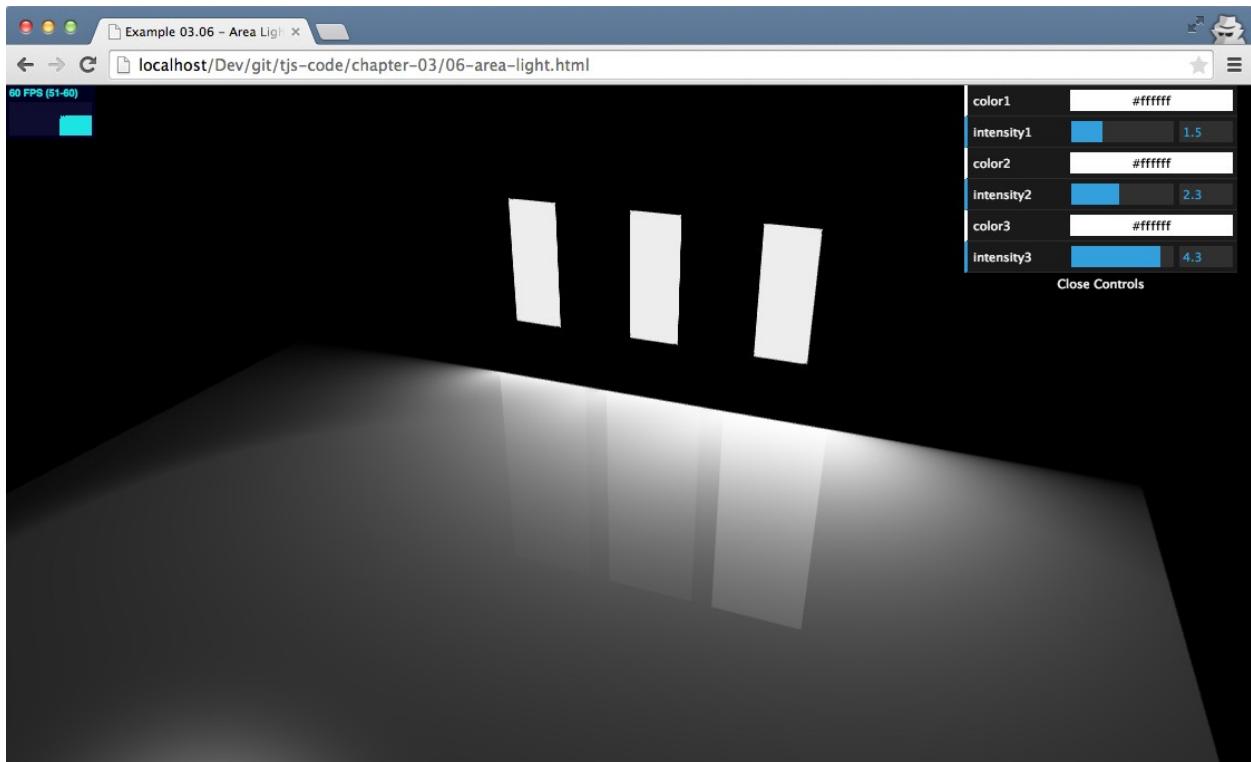
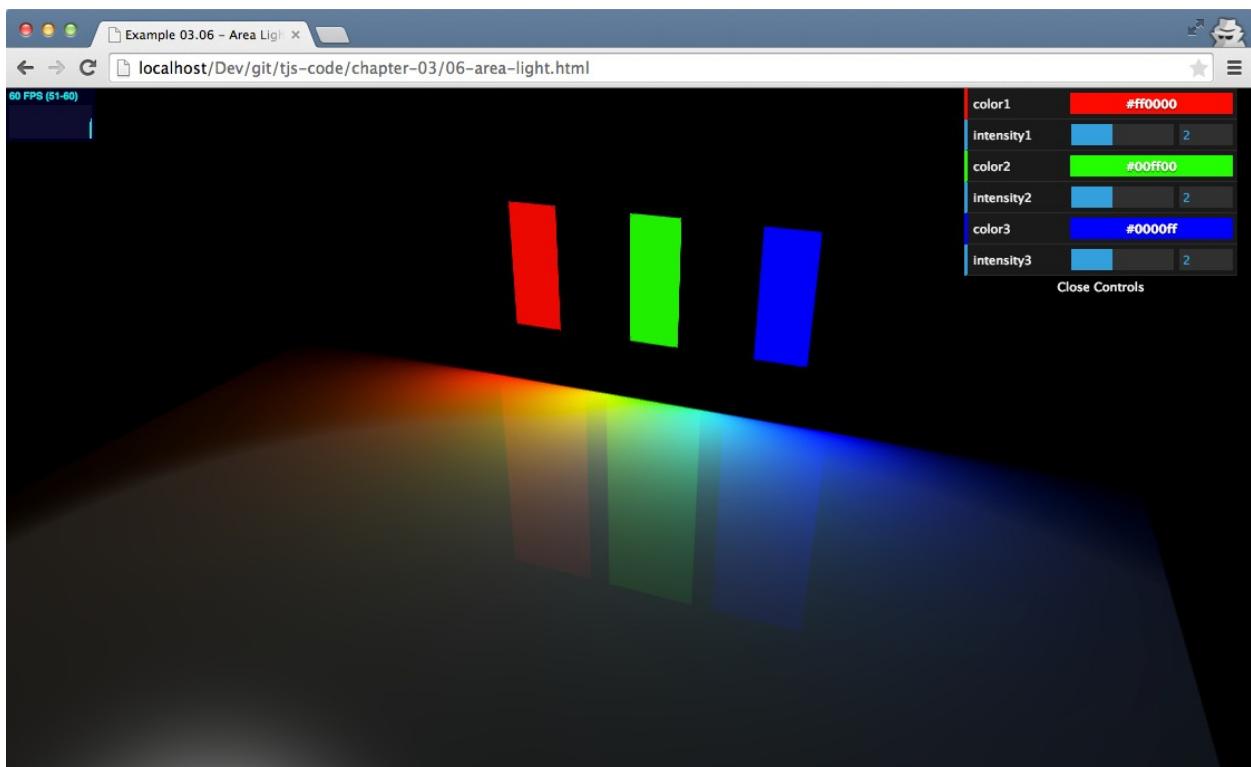


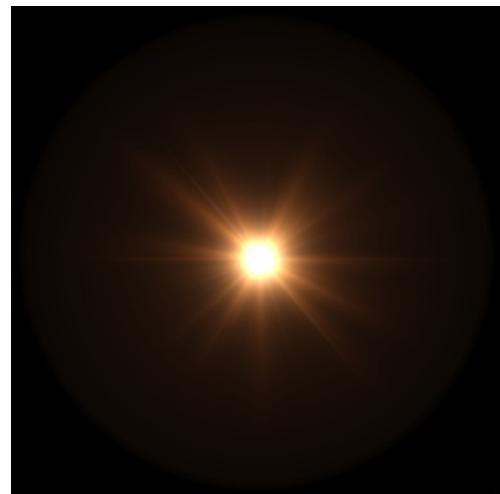
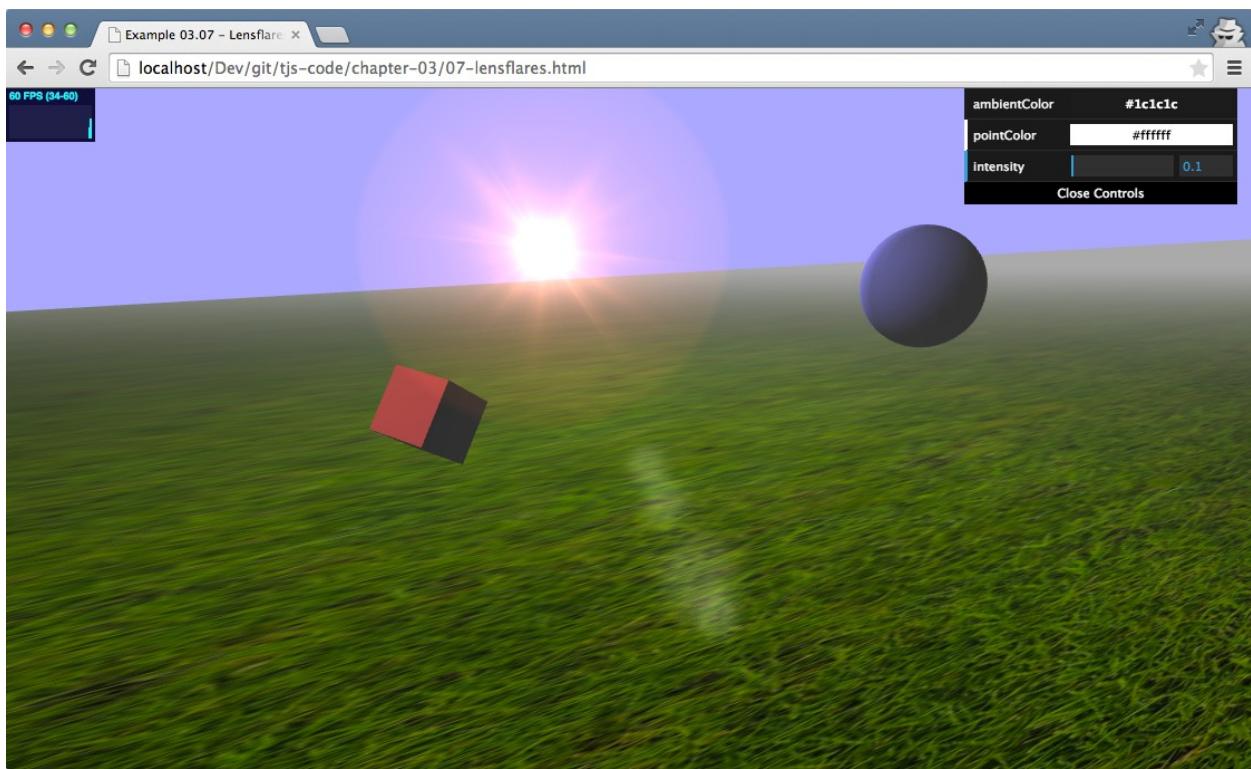


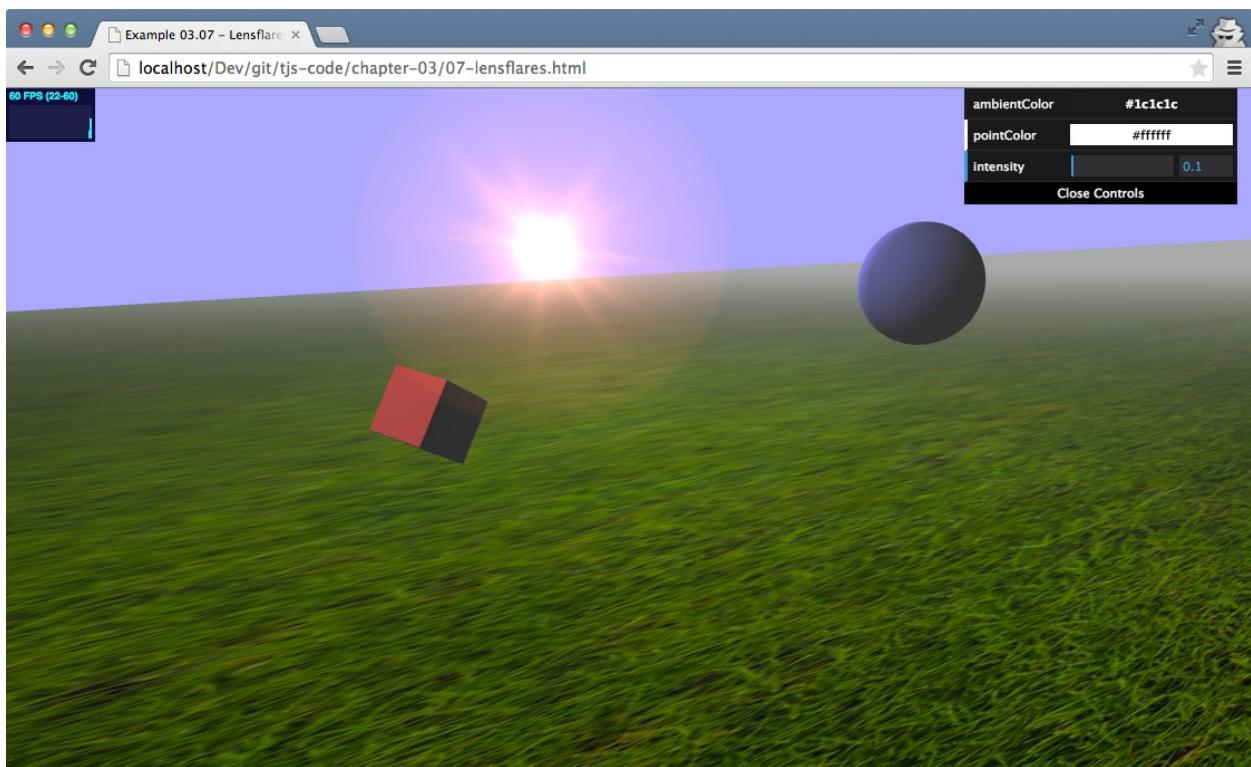




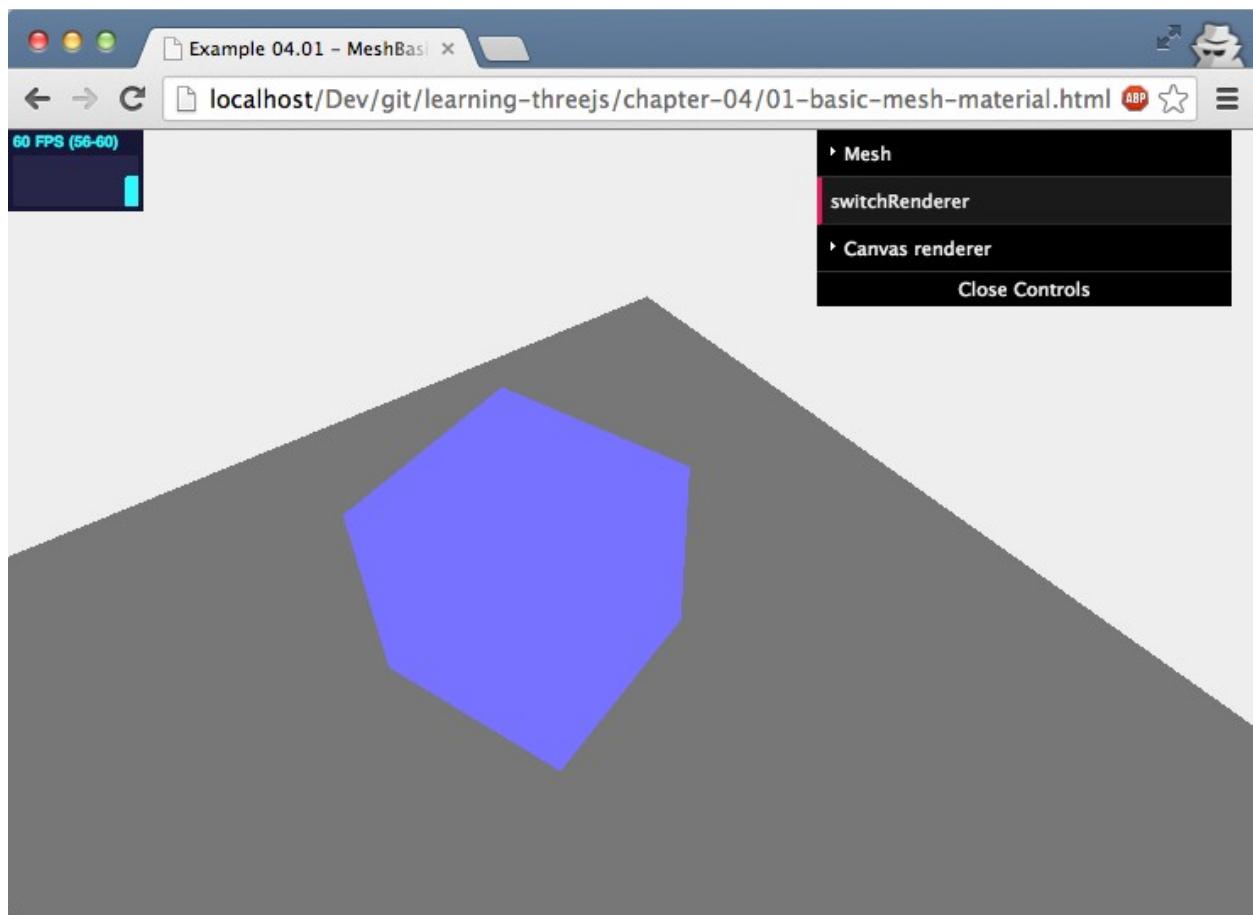


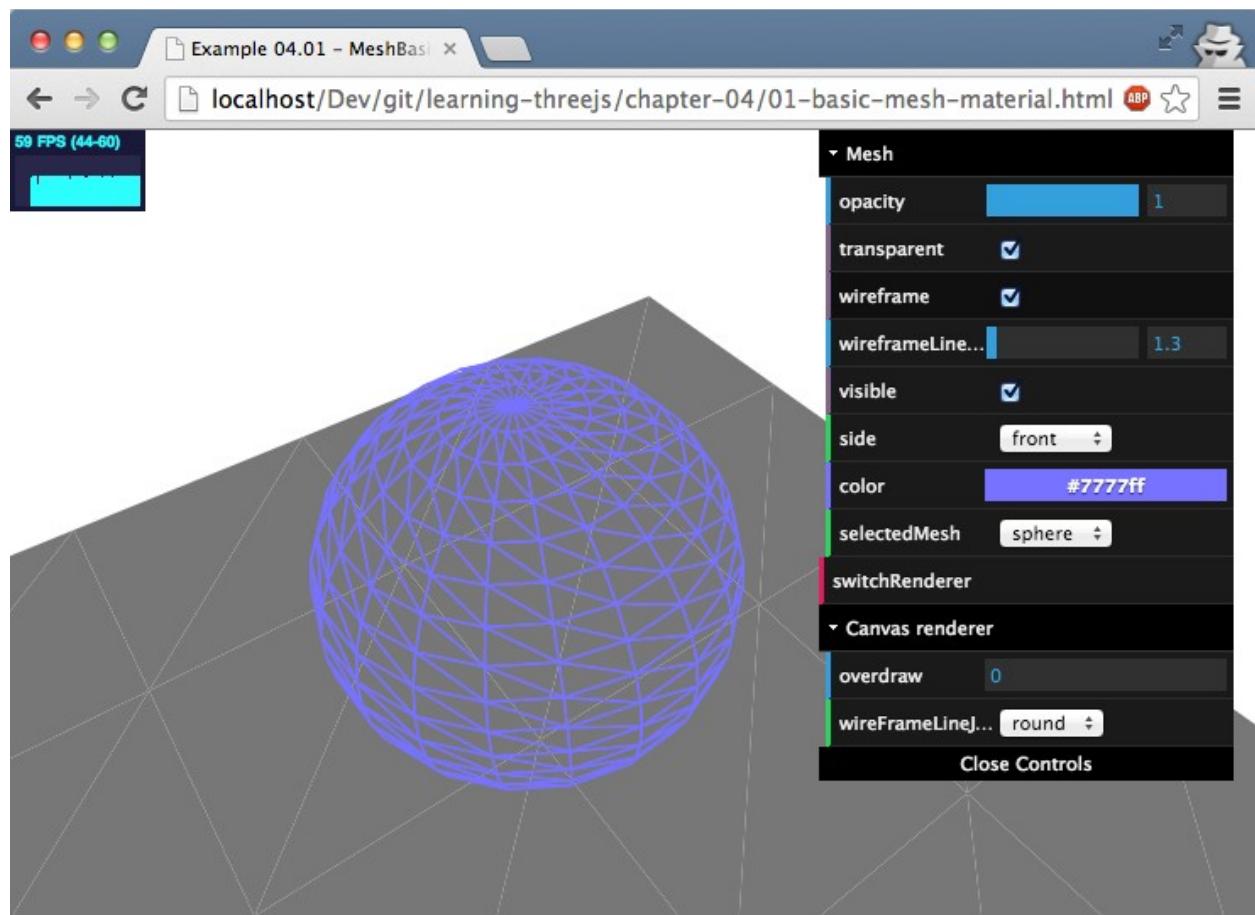


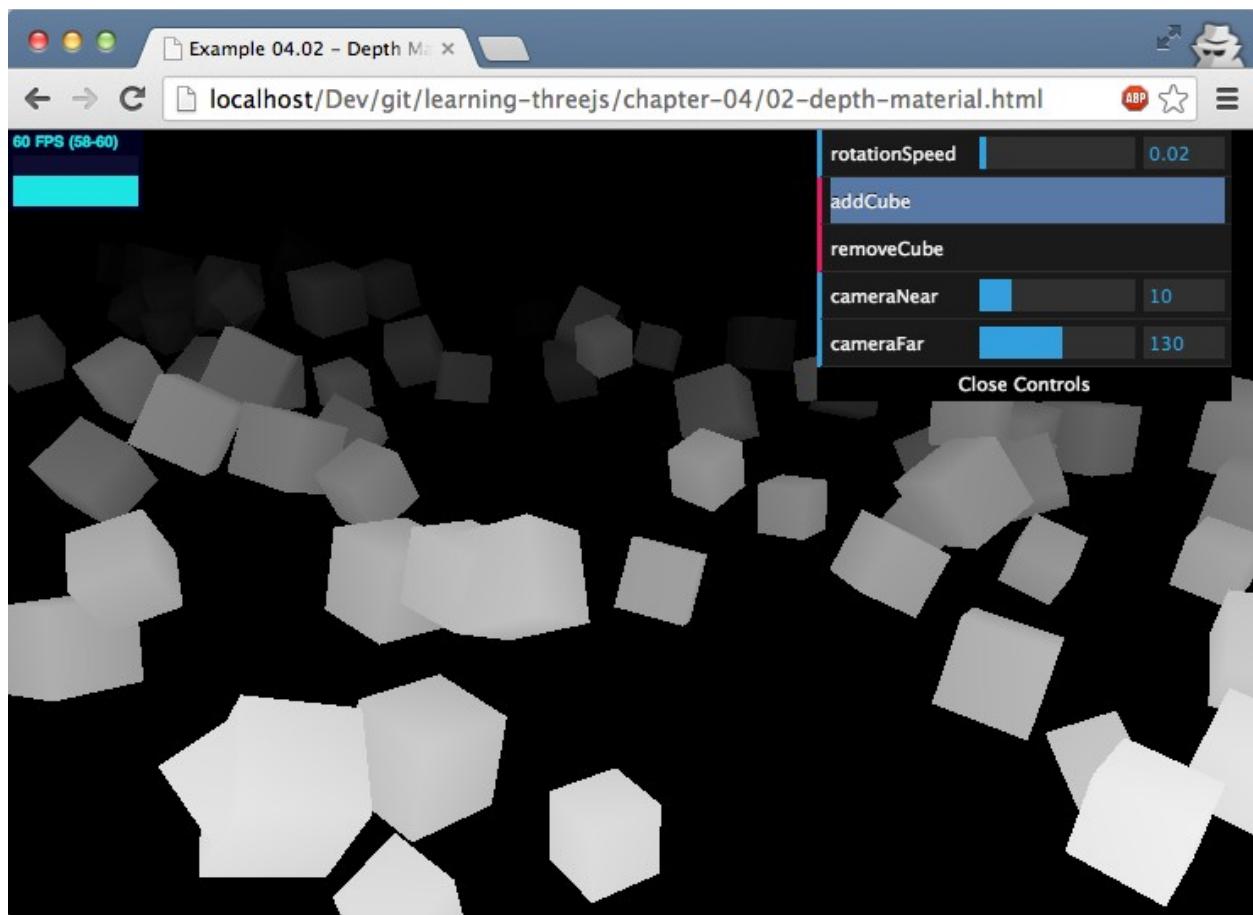


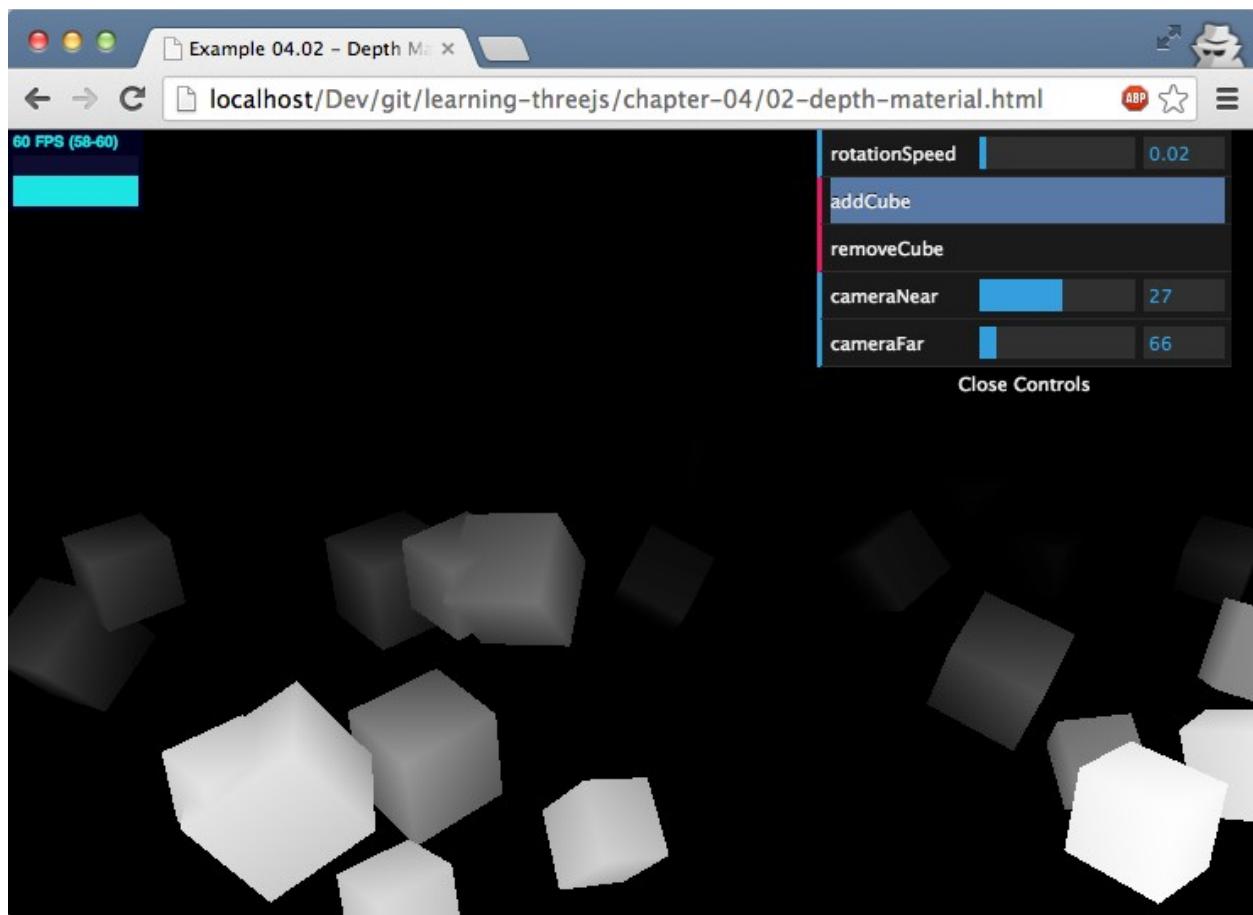


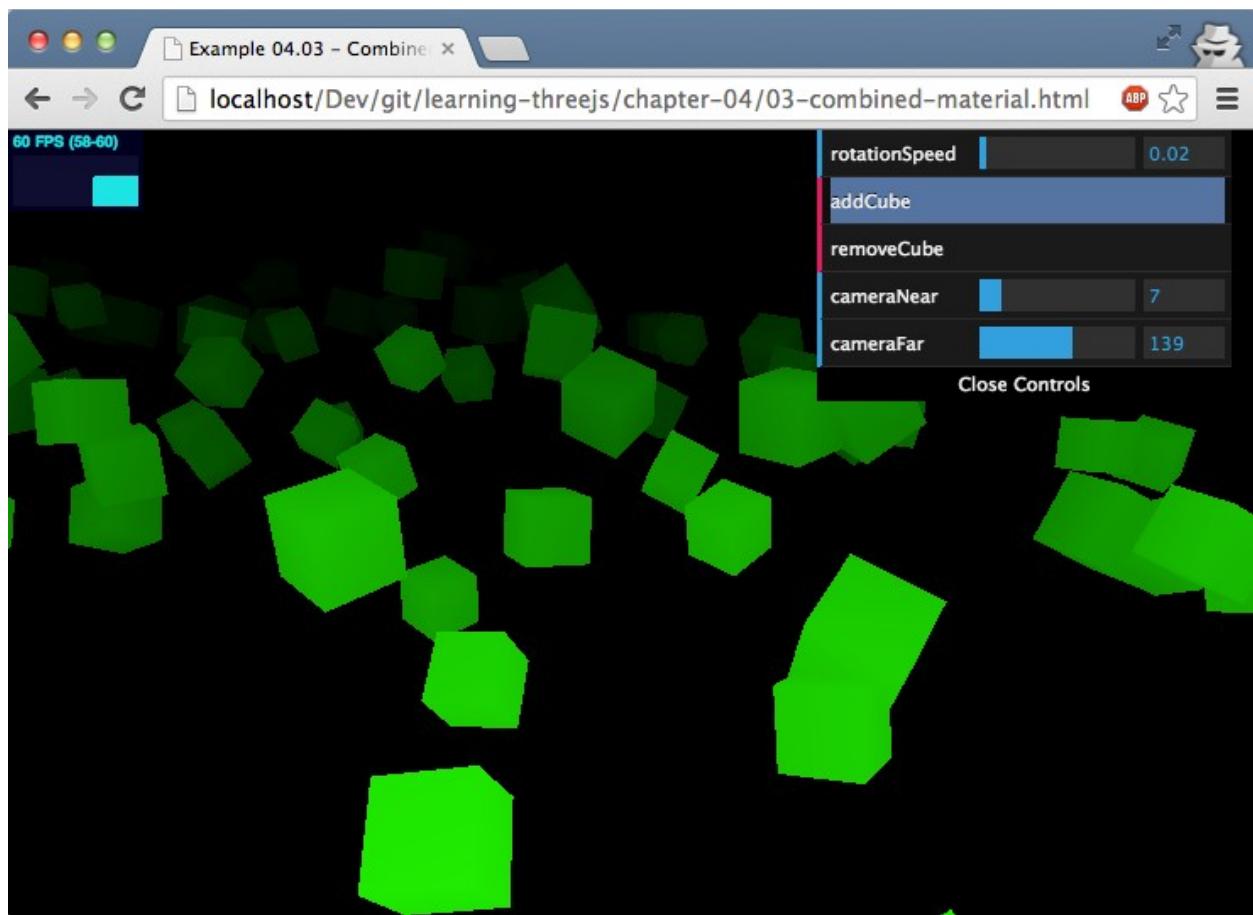
Chapter 4: Working with Three.js Materials

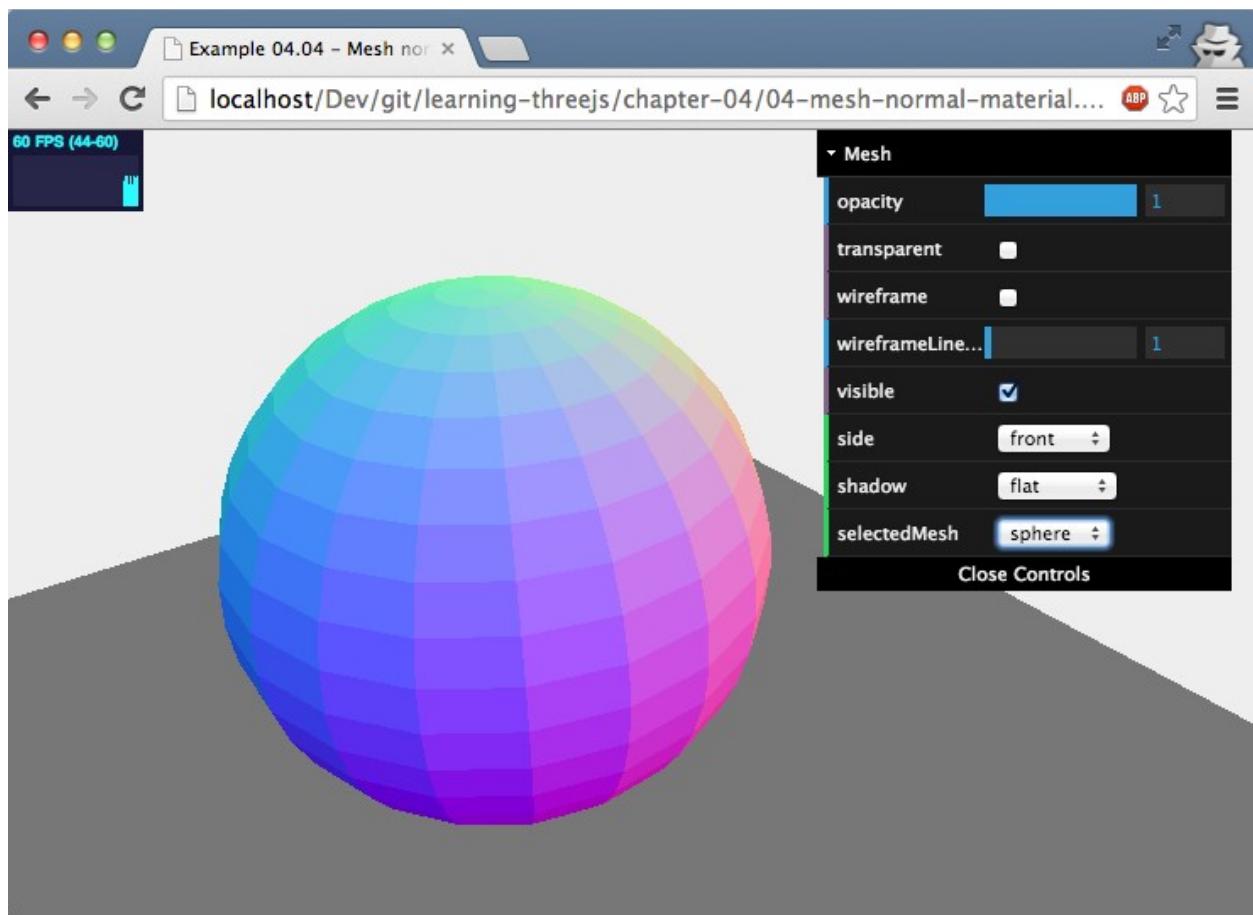


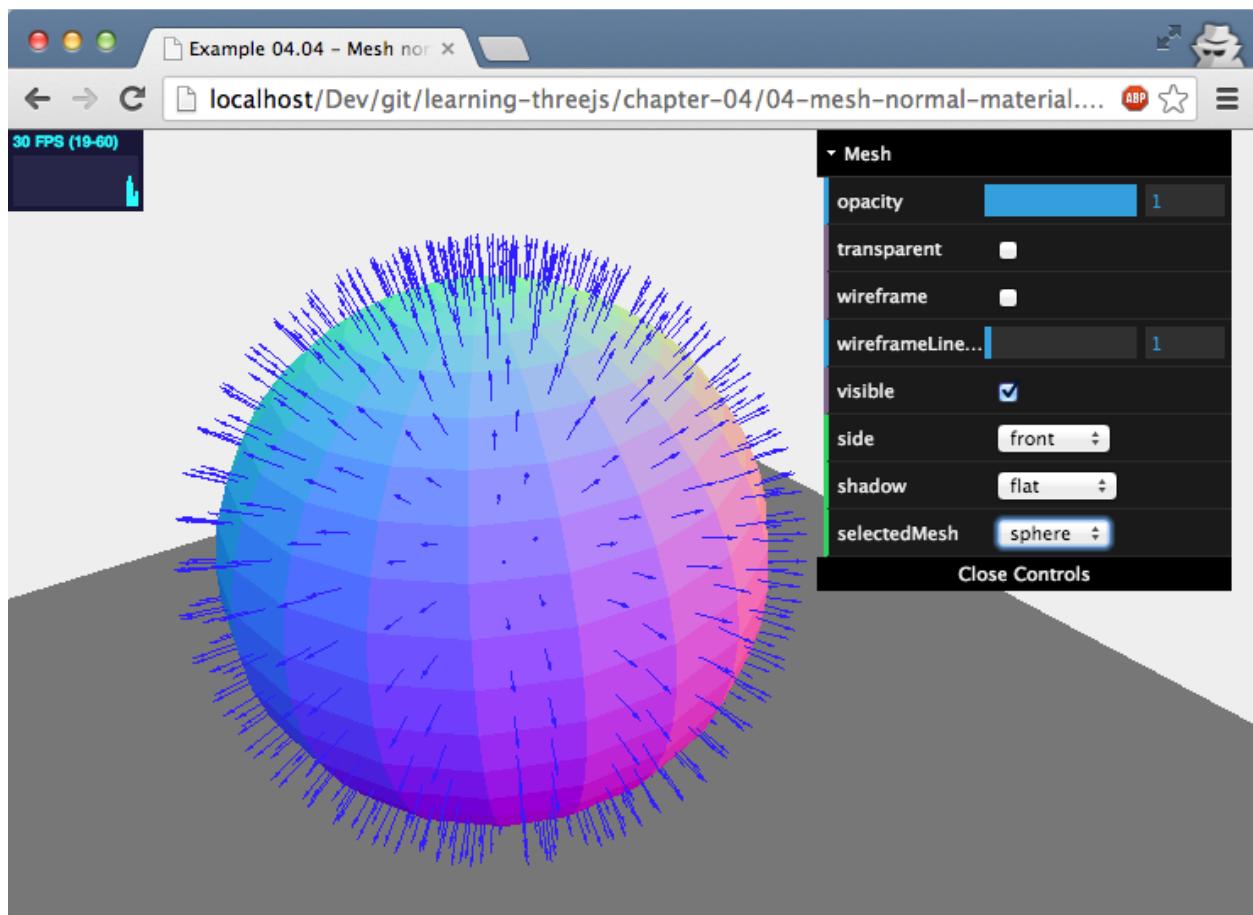


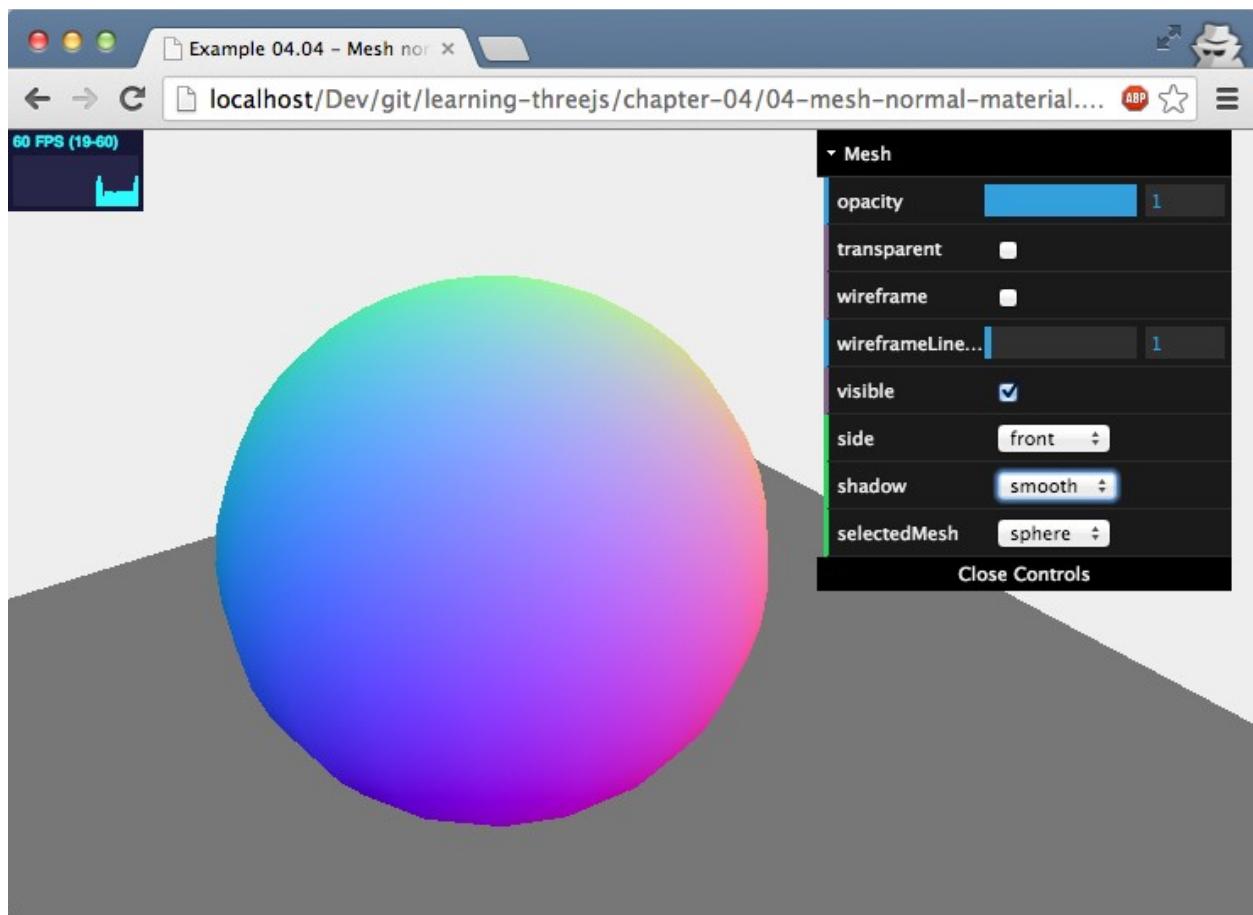


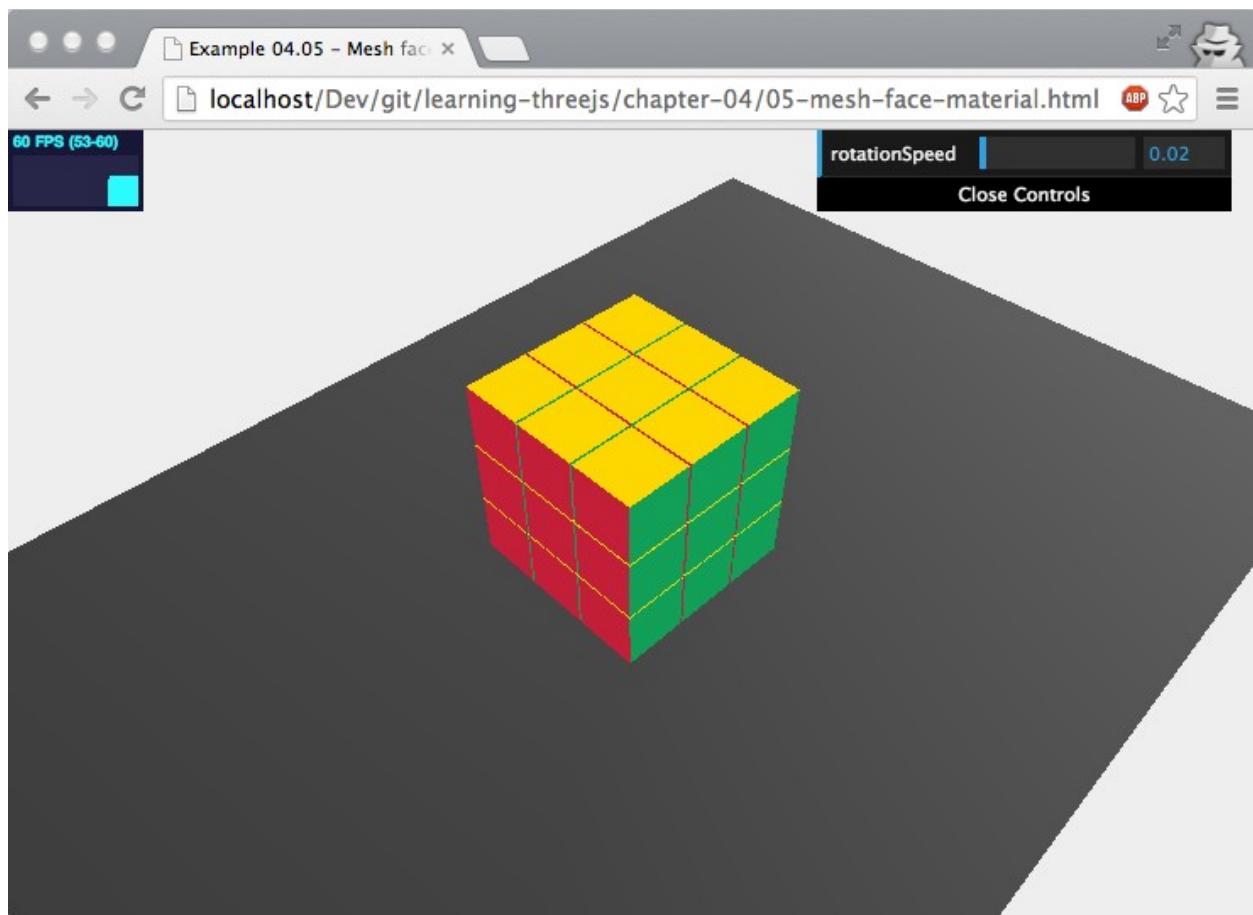


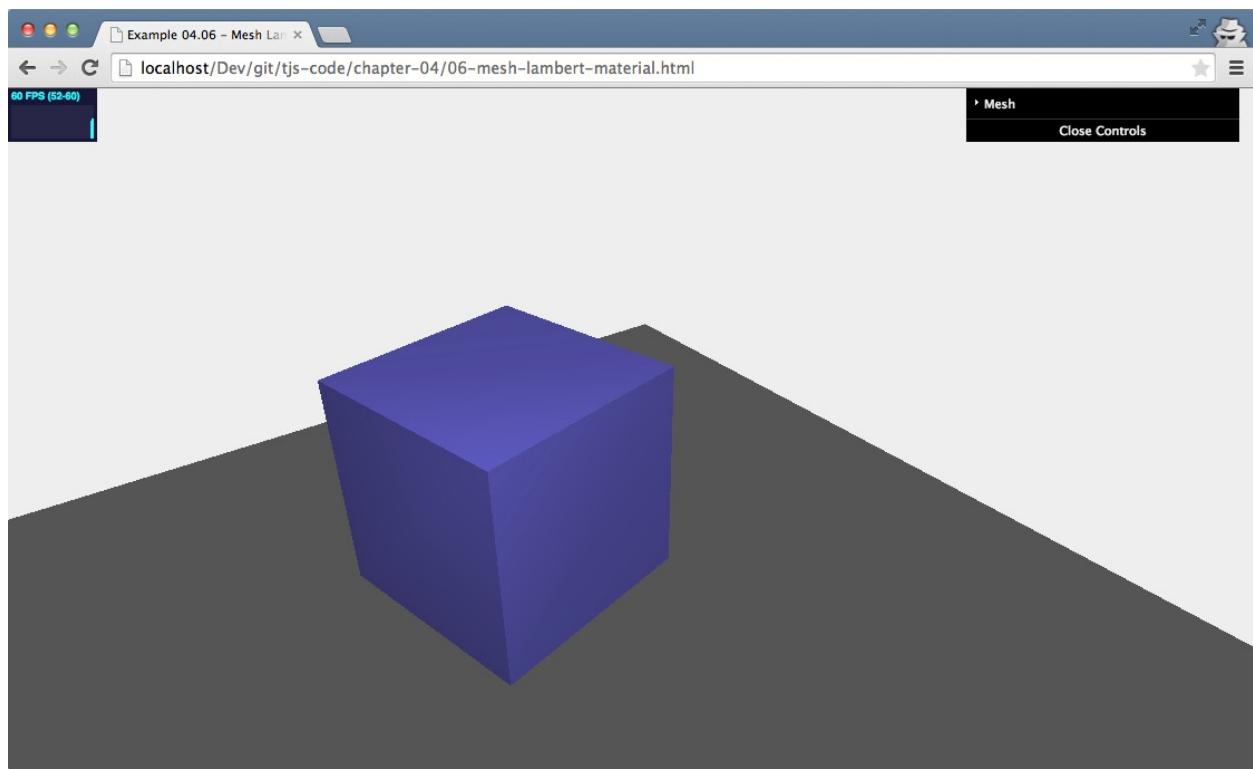


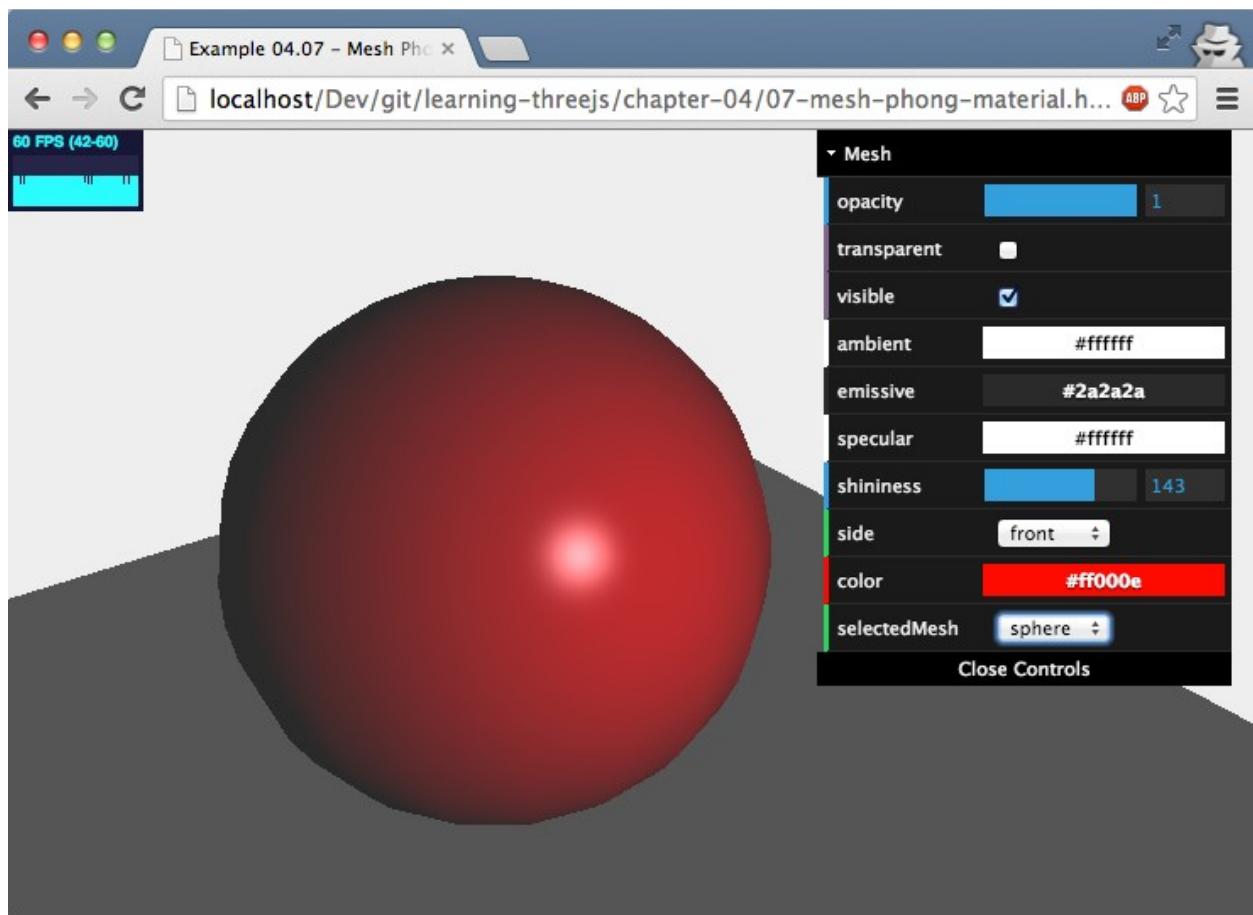


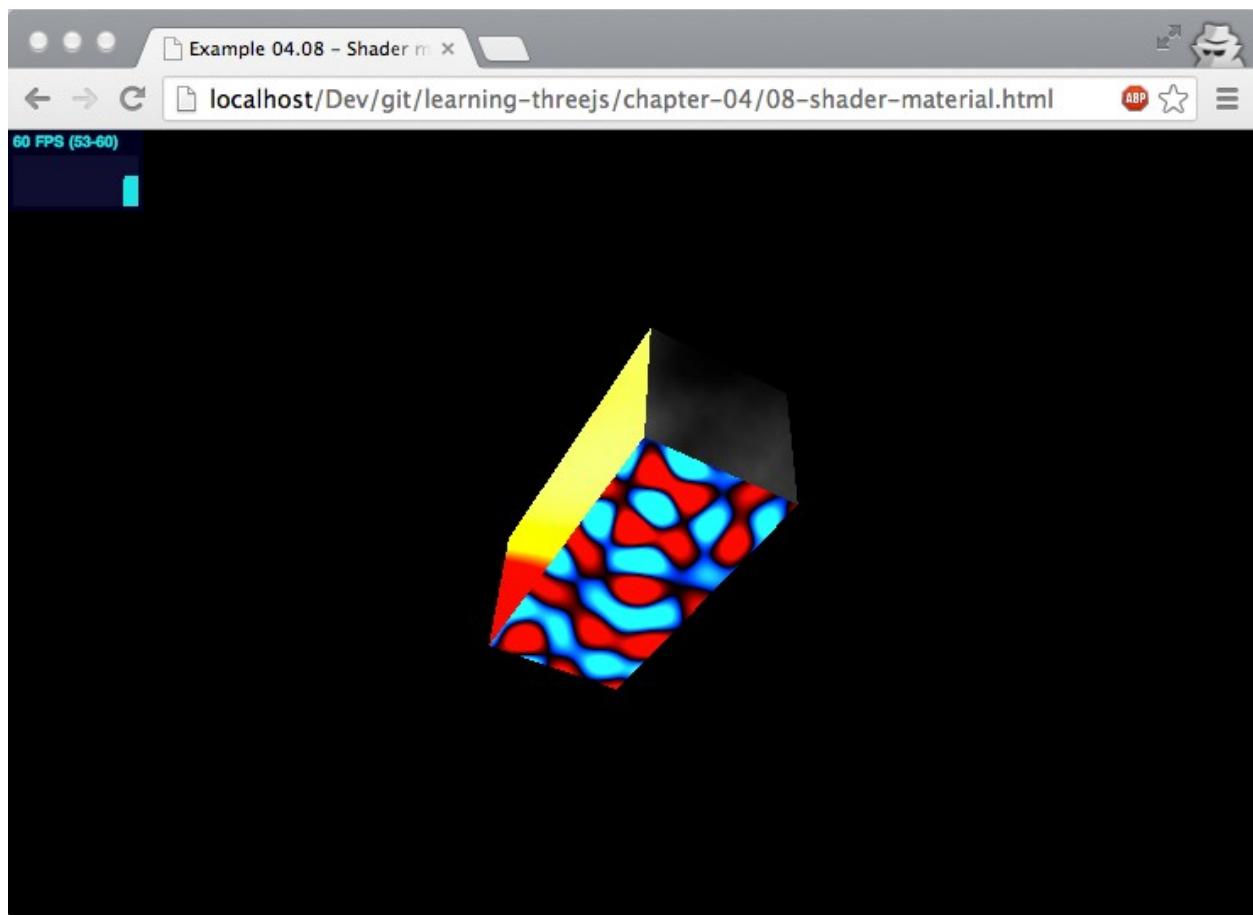


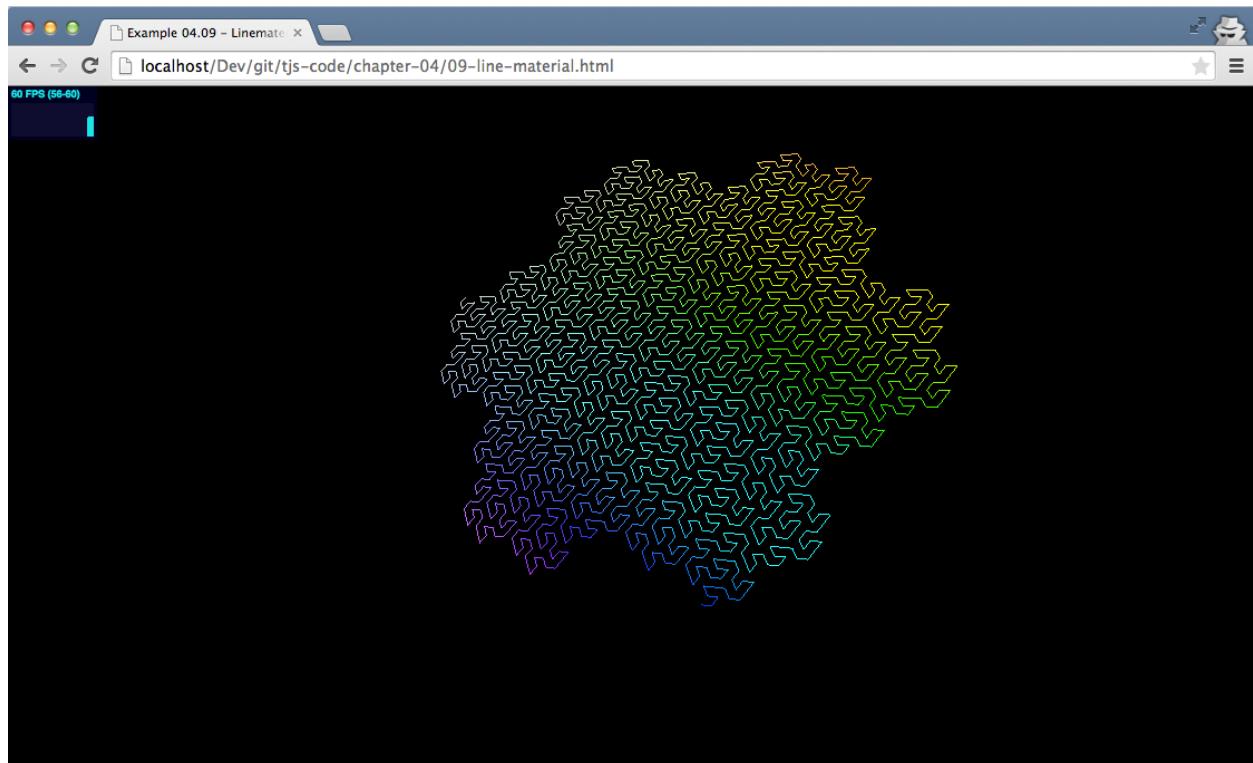
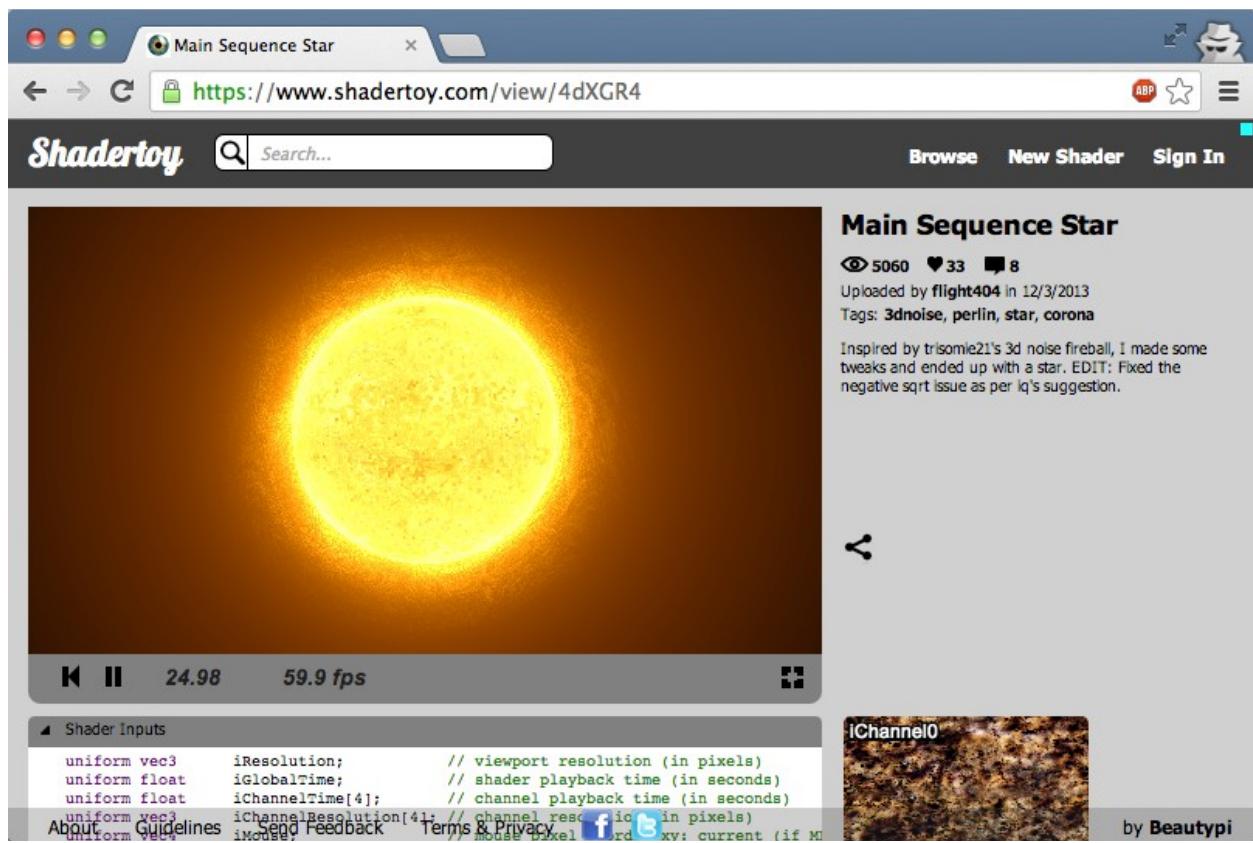


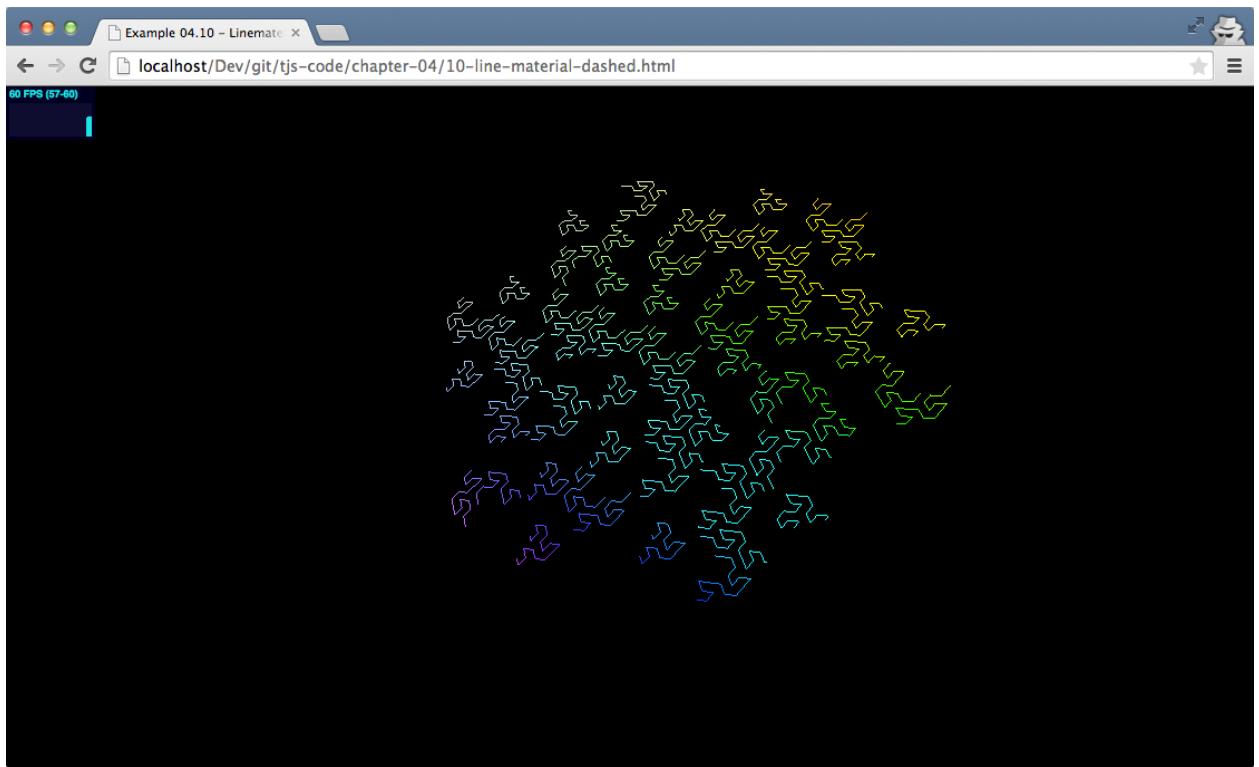




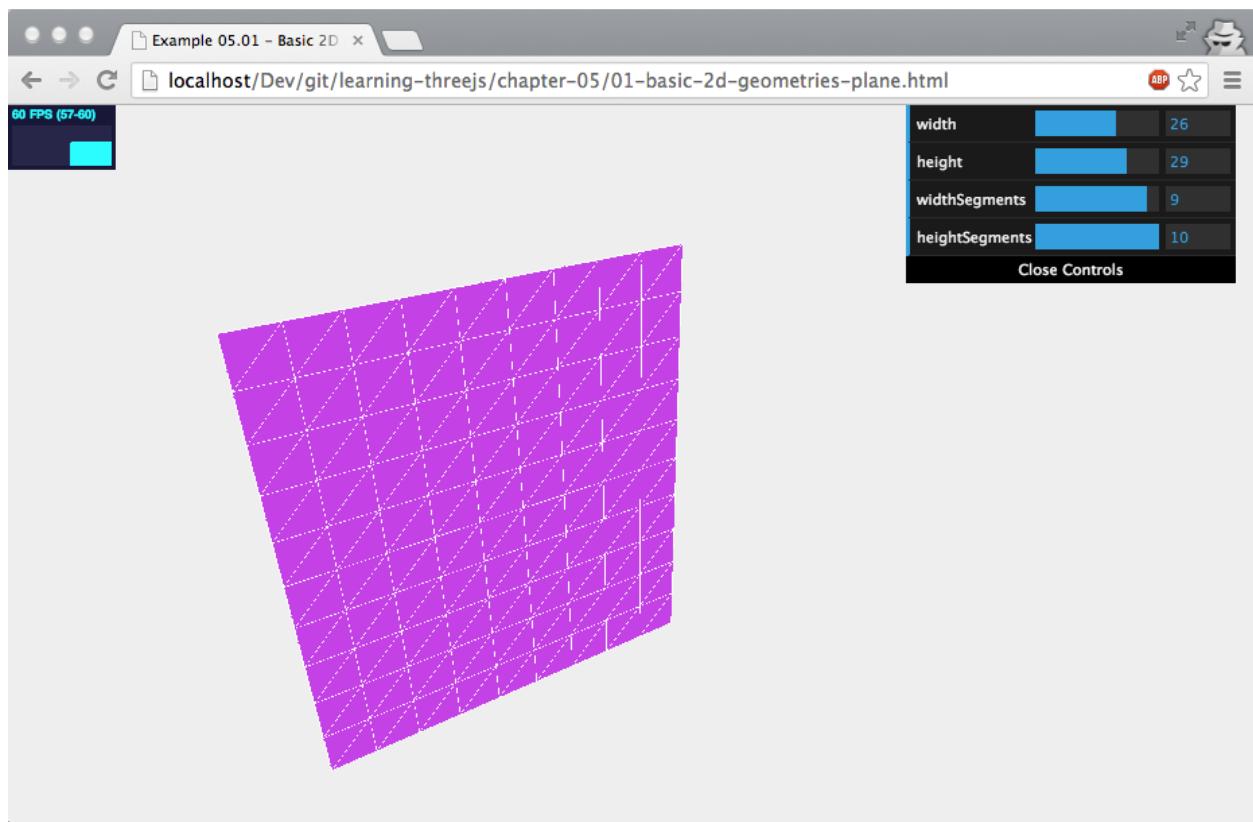


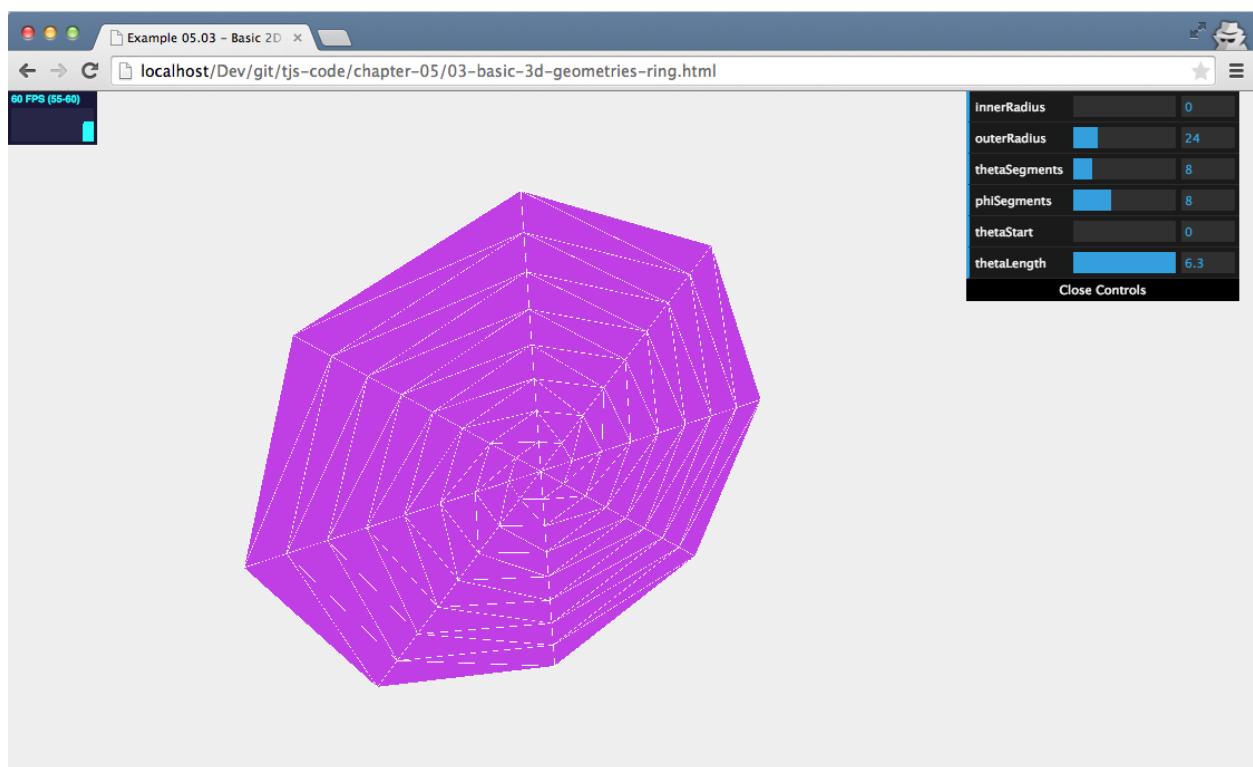
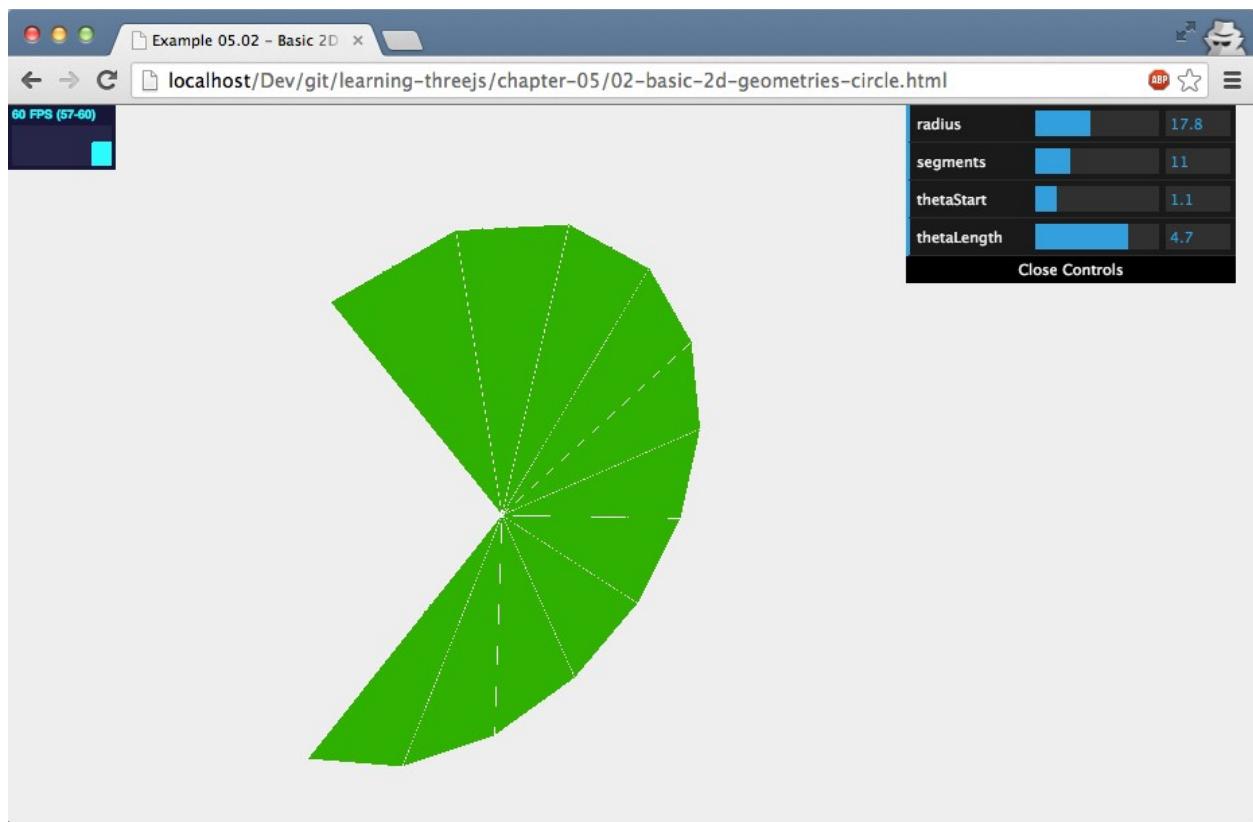


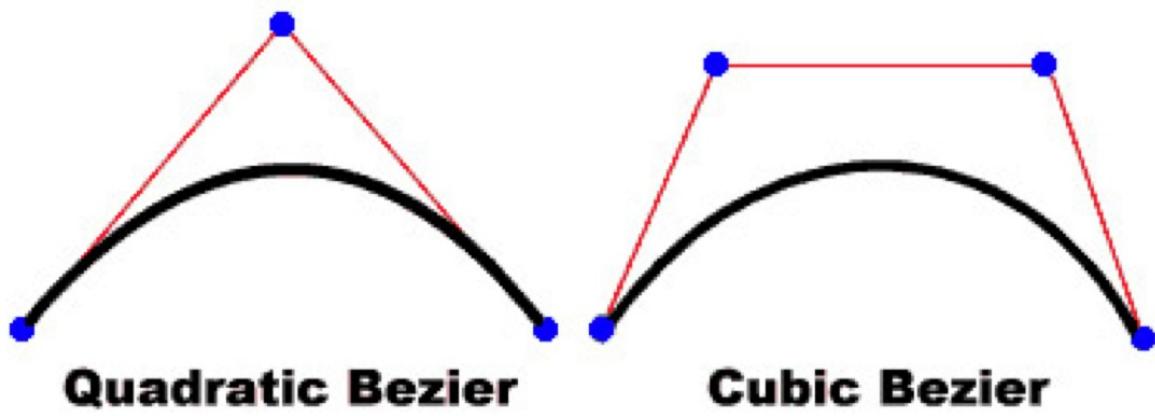
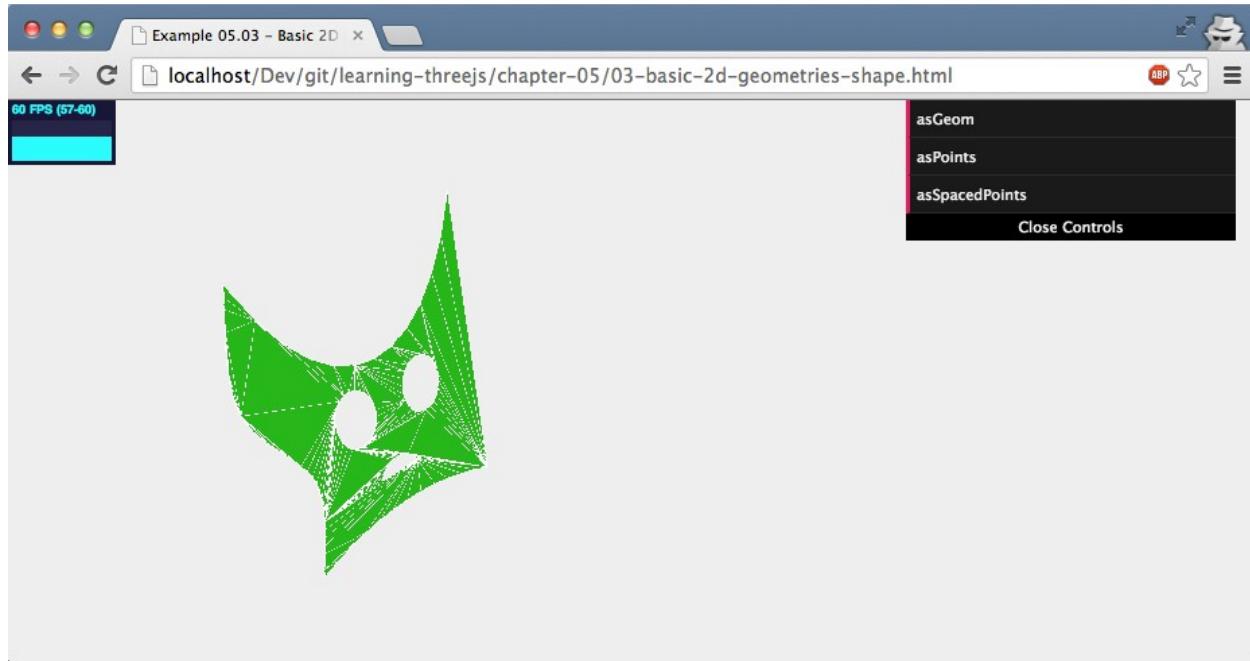


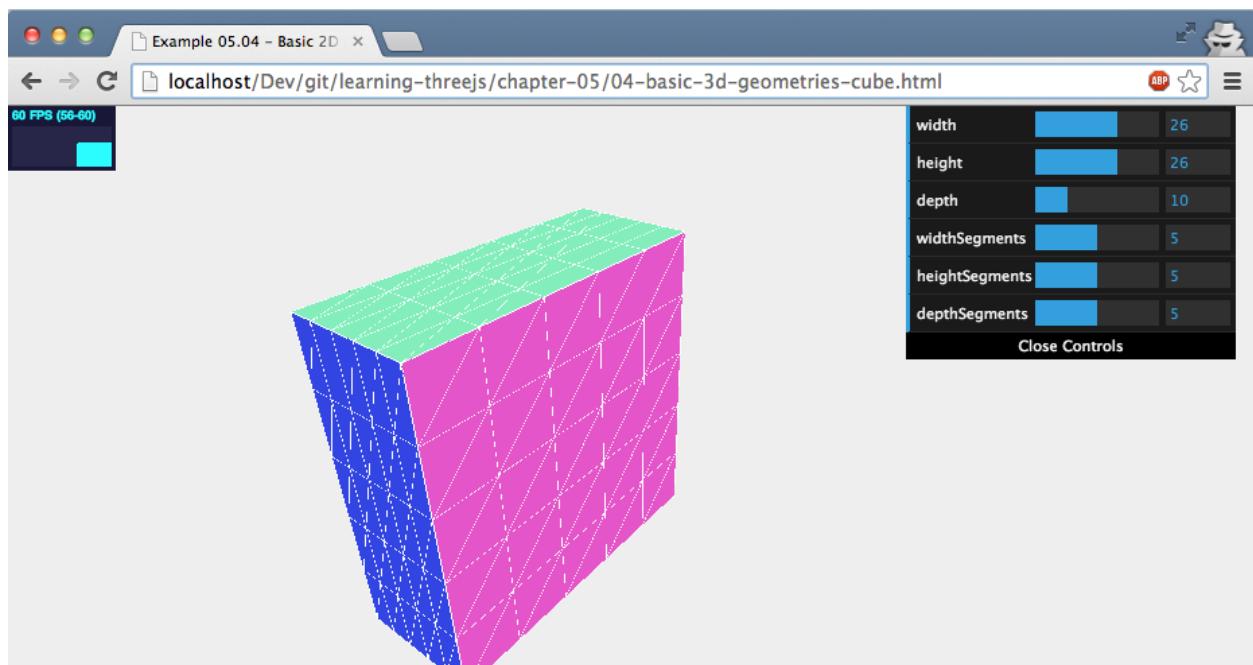


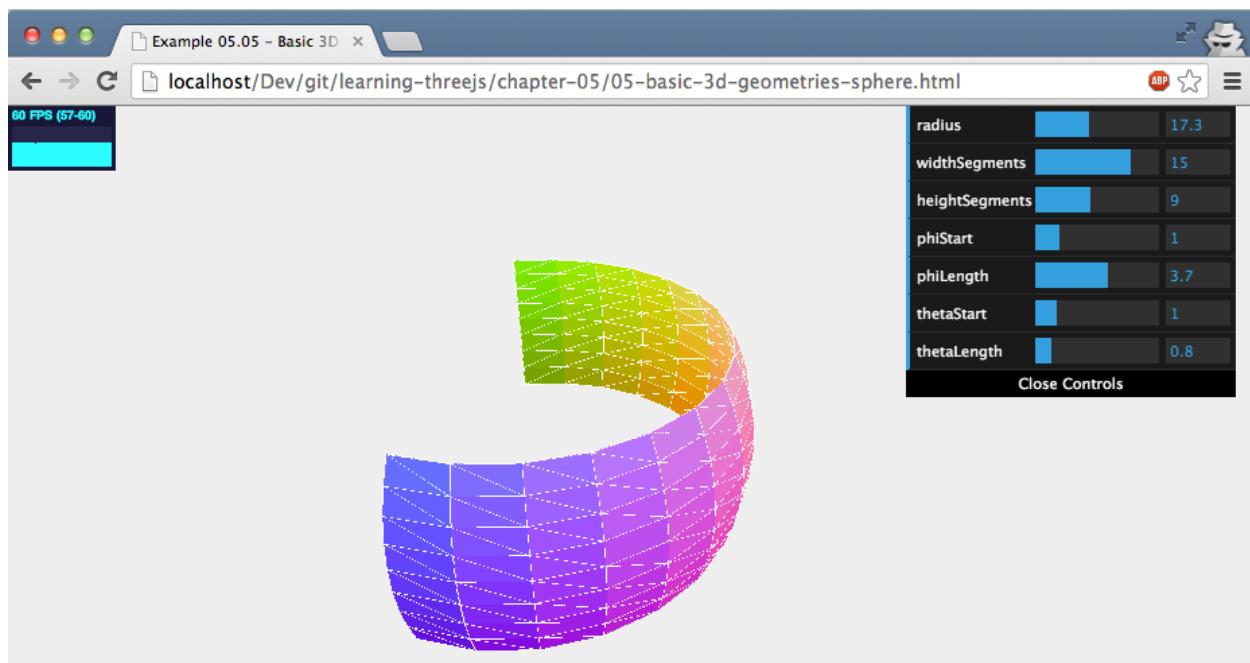
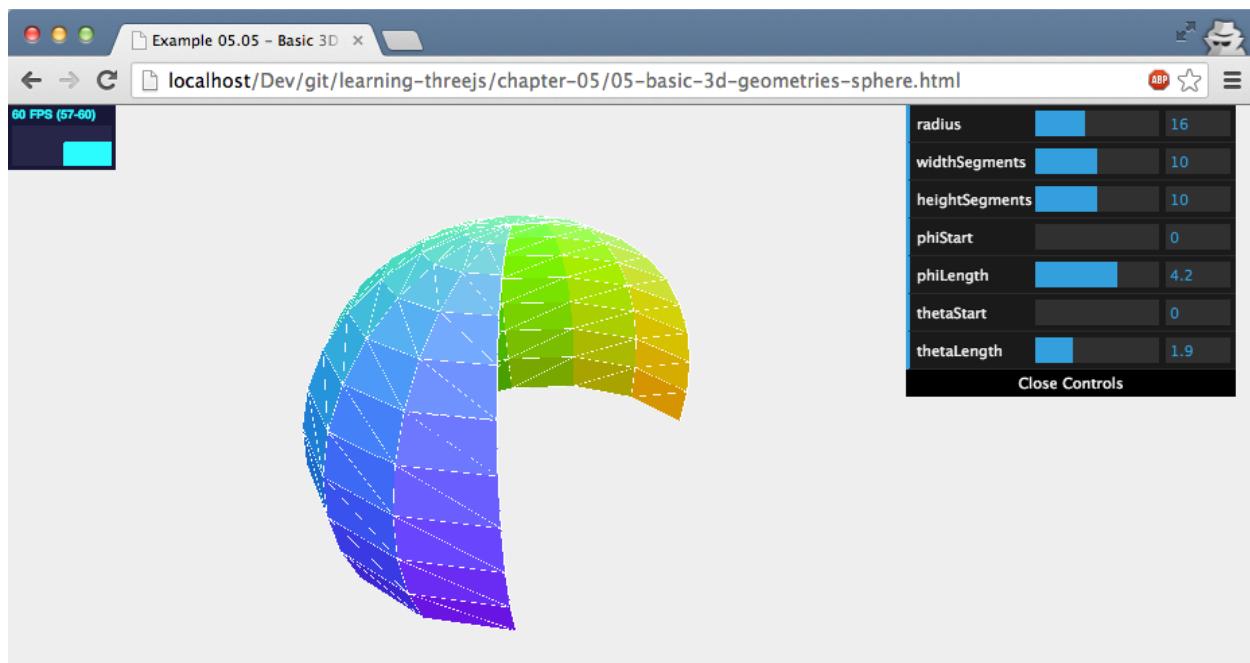
Chapter 5: Learning to Work with Geometries

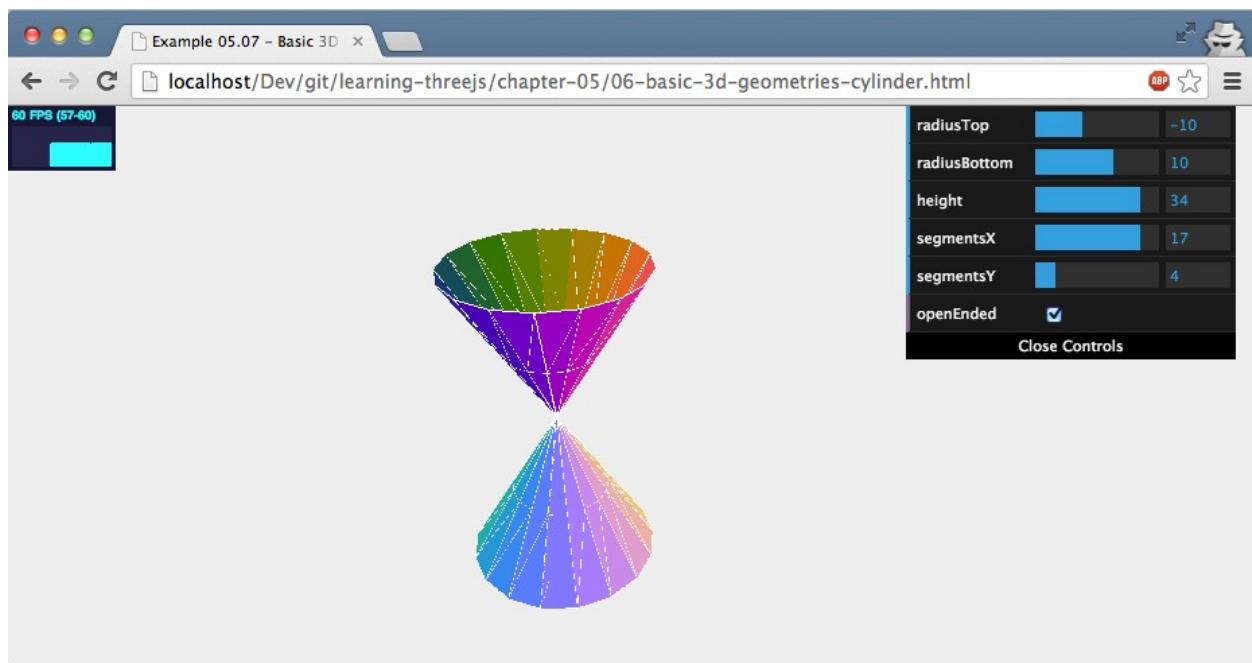
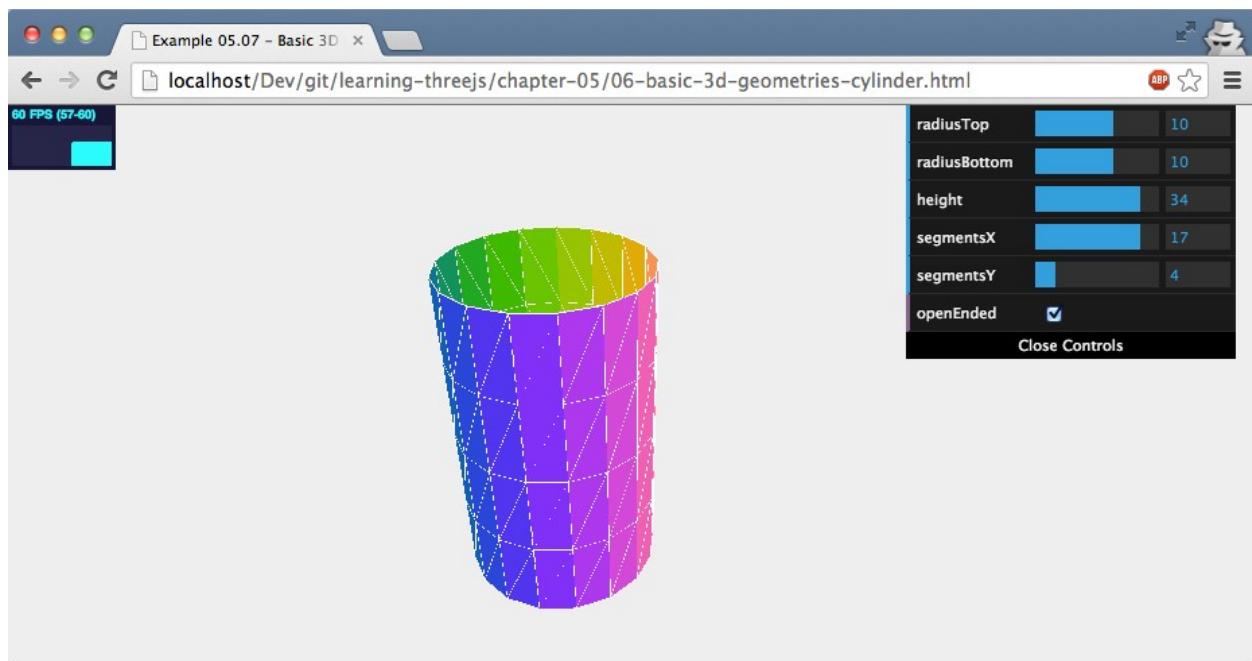


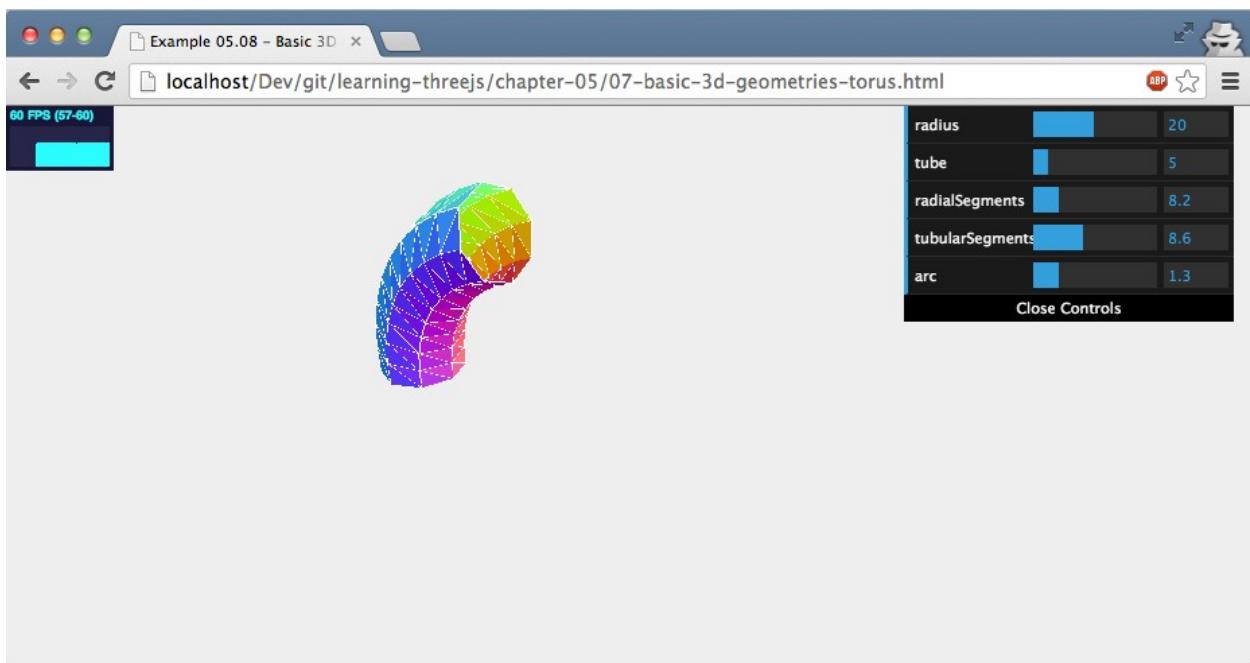
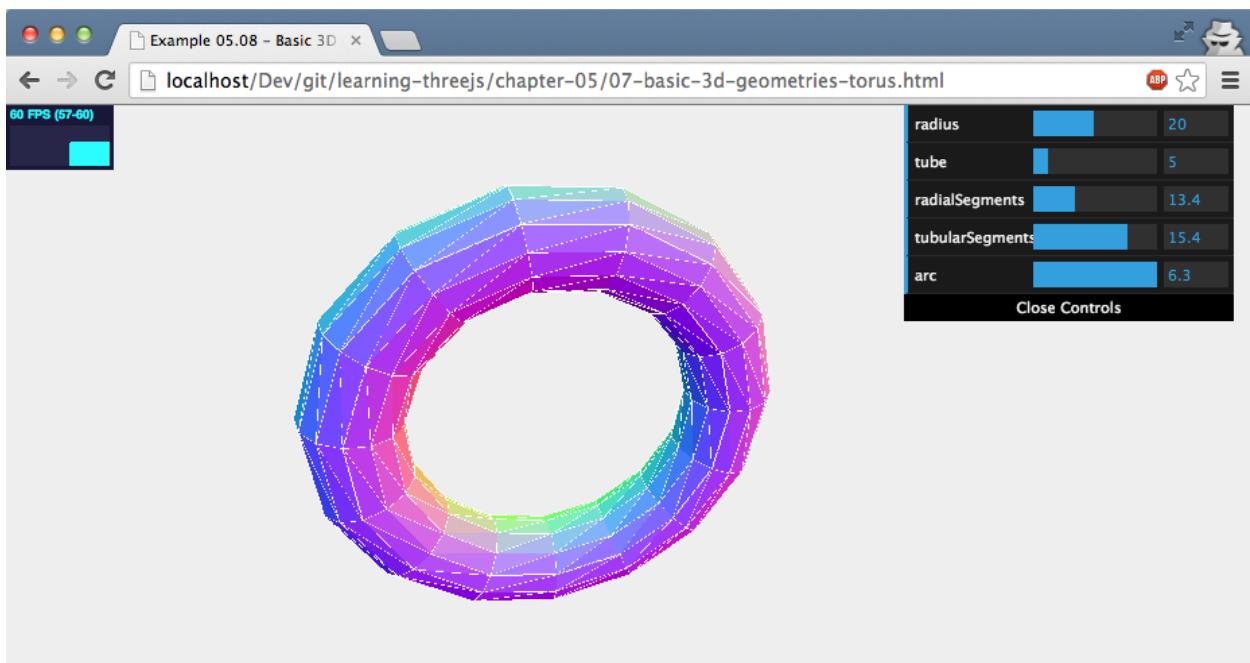


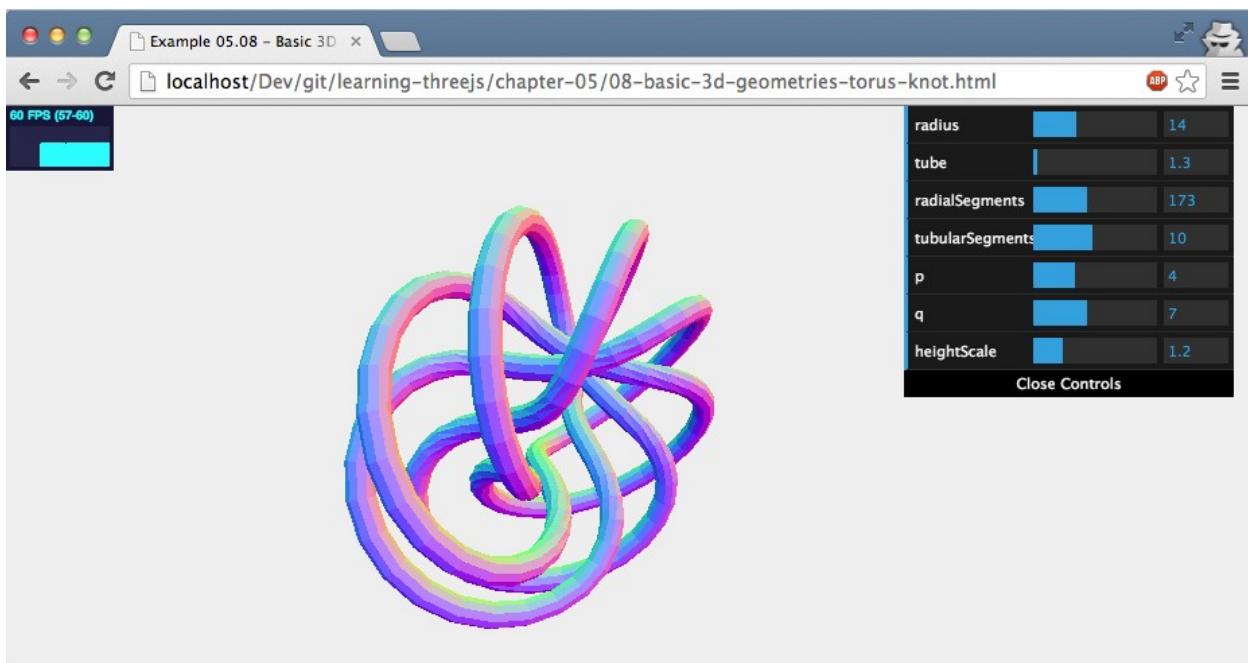
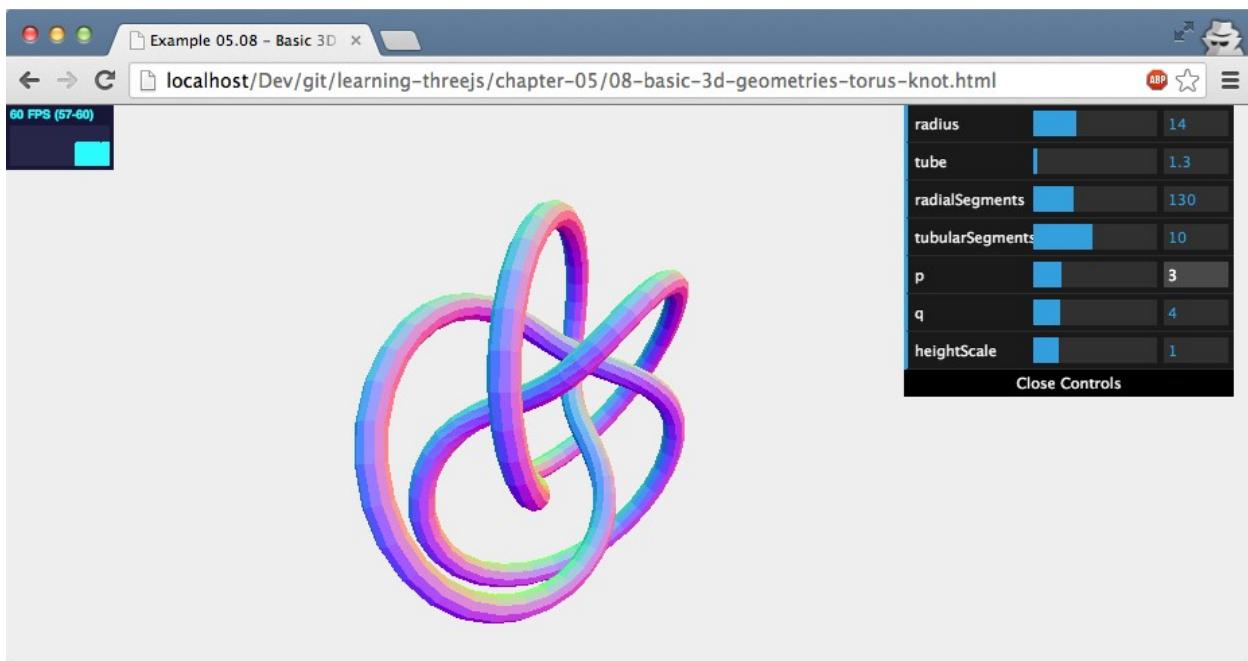


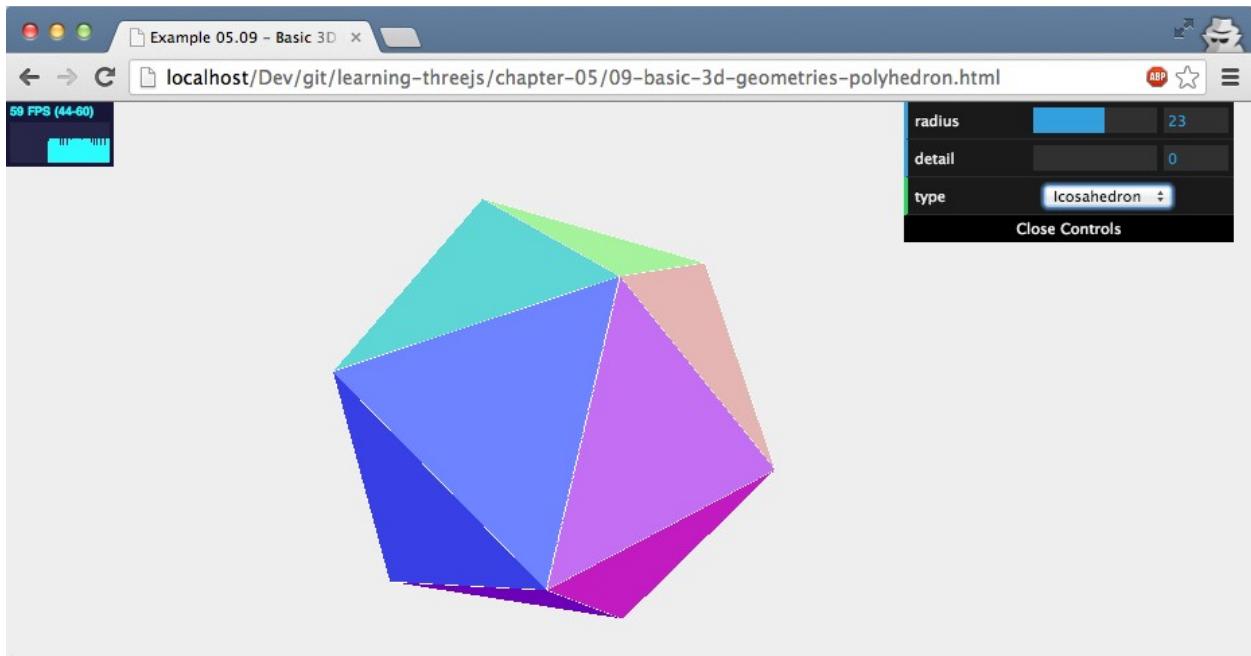
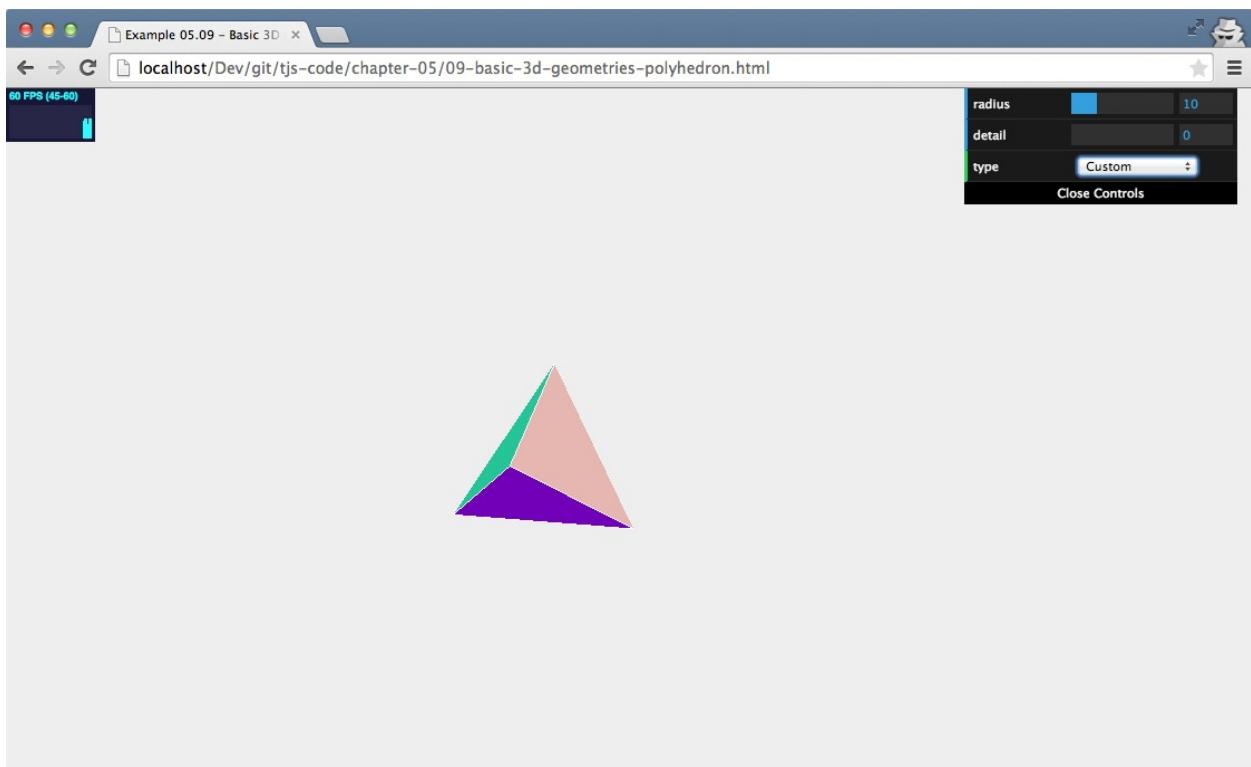


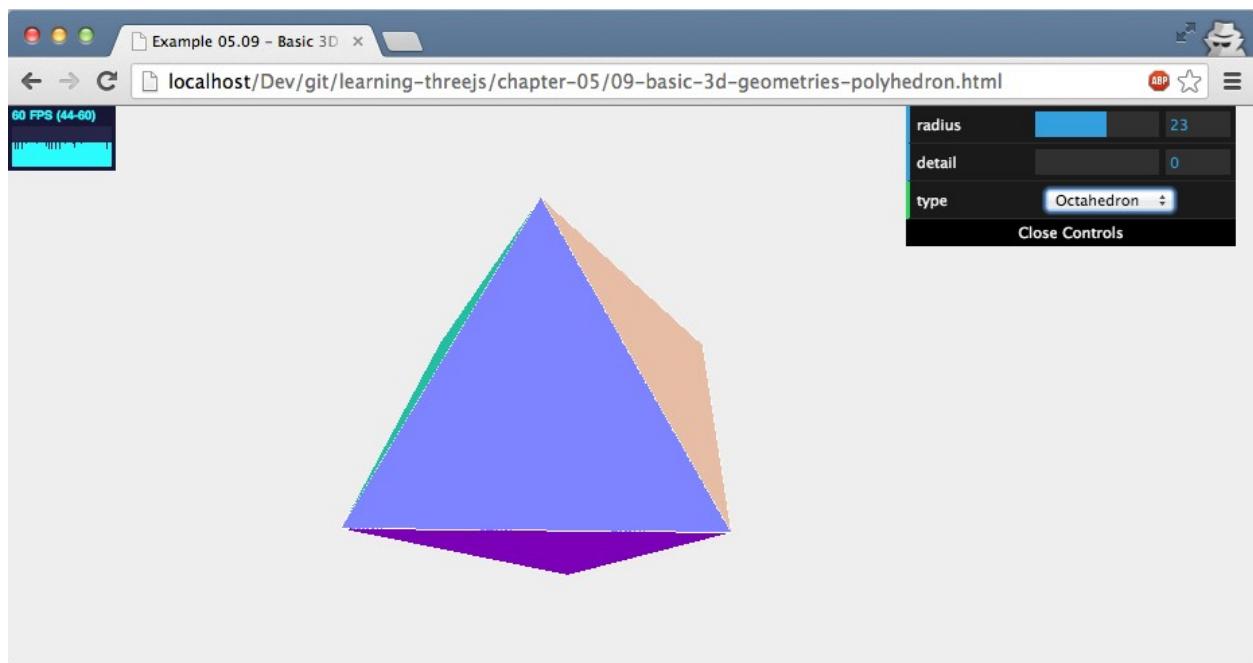
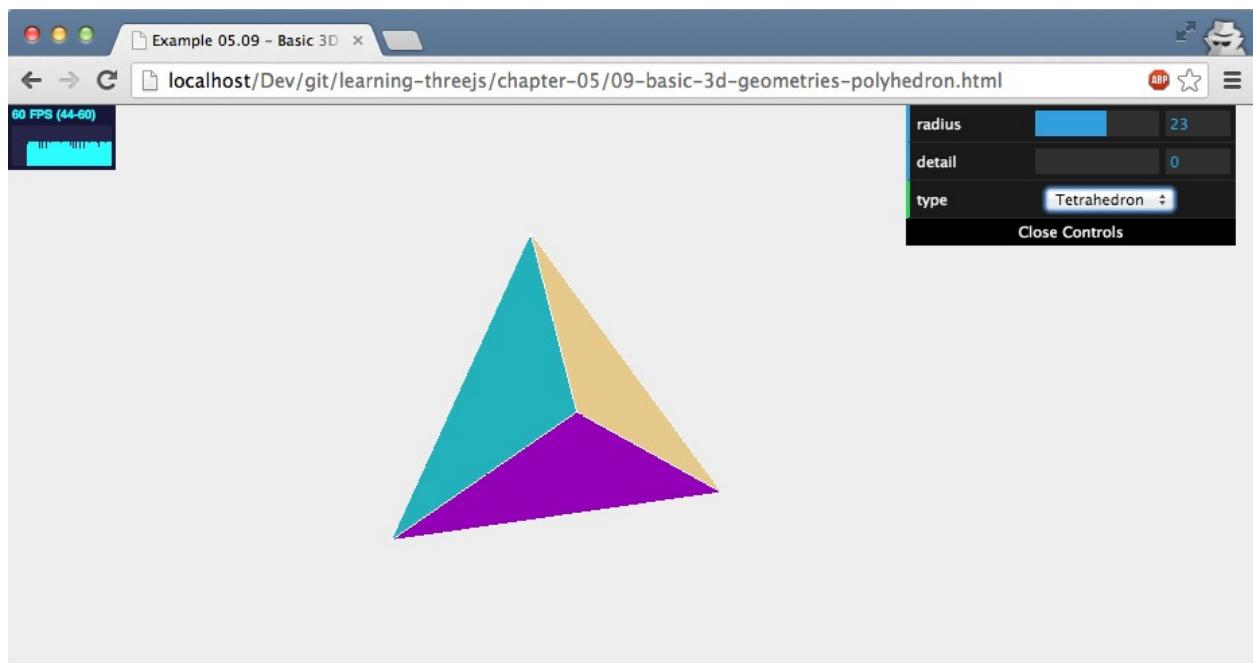


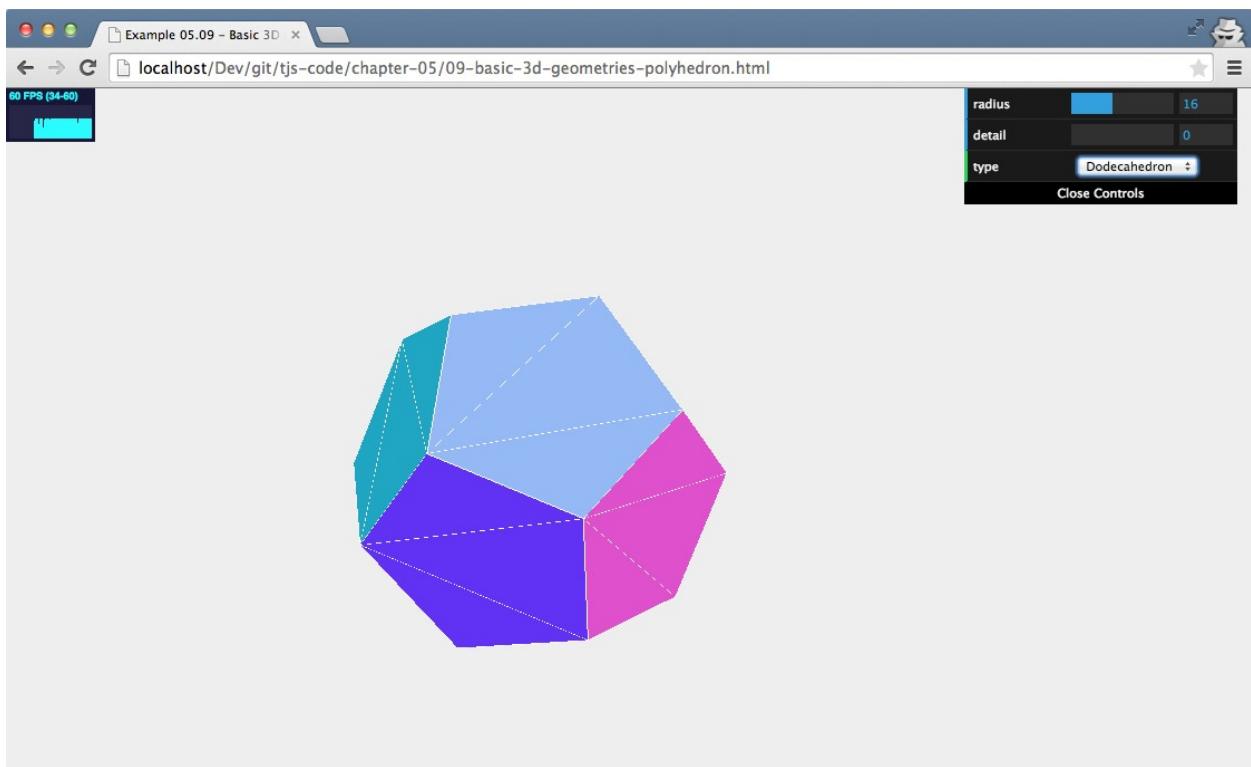




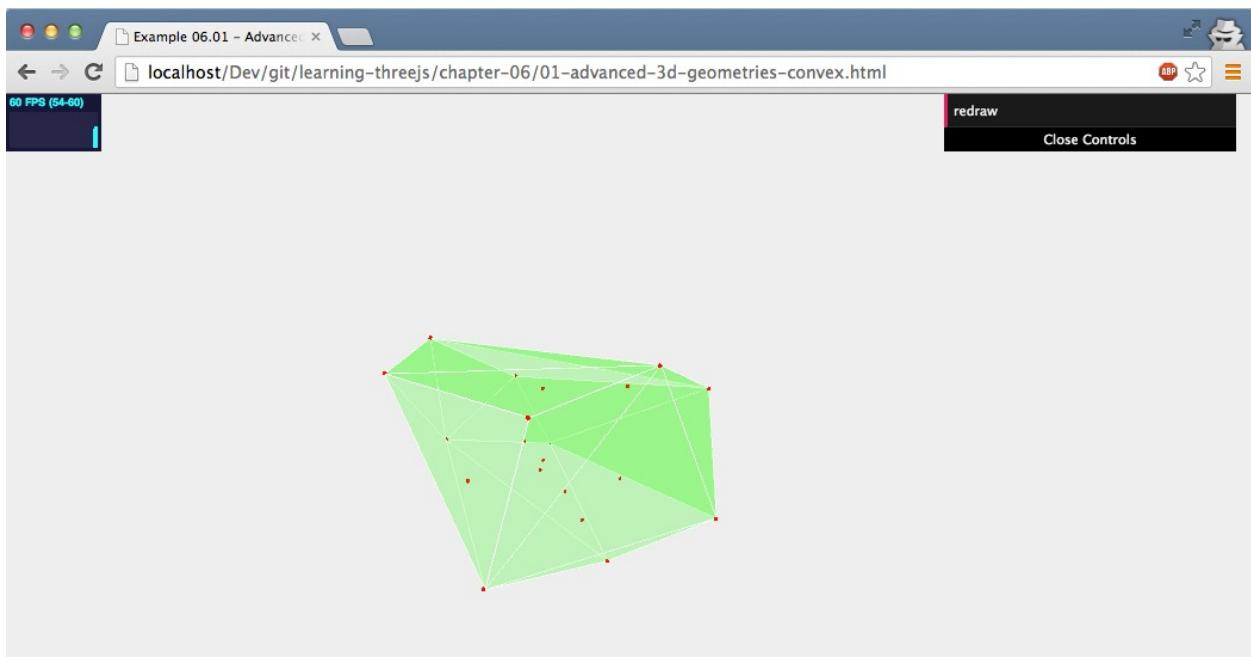


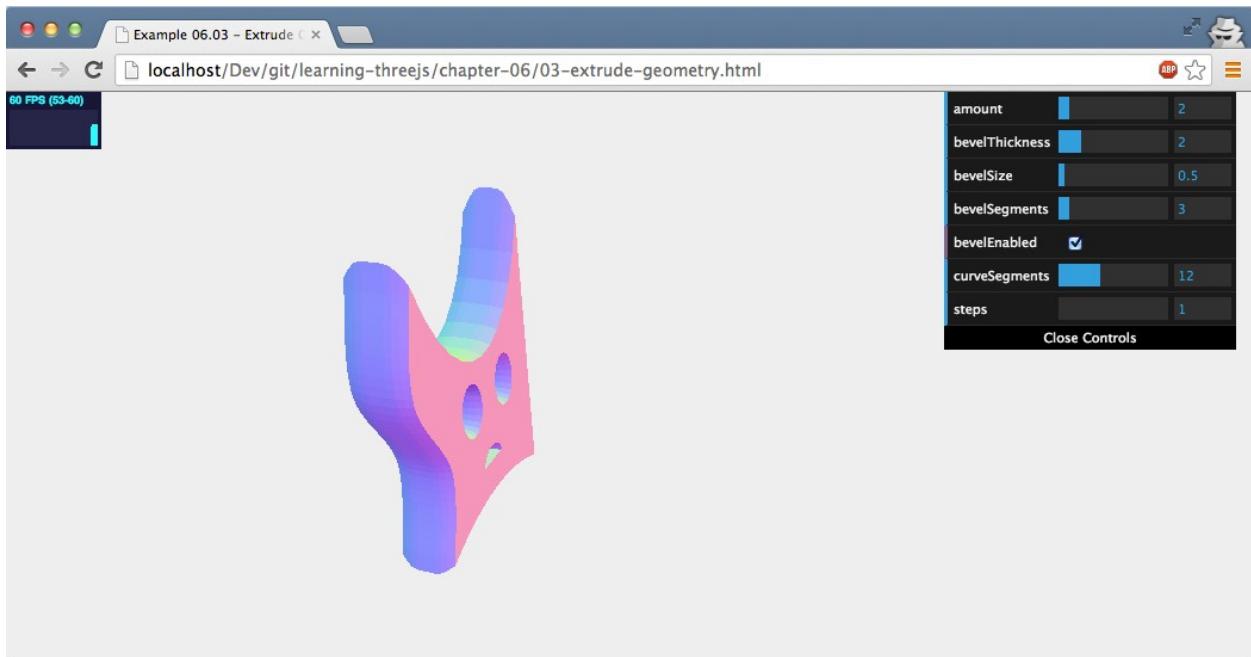
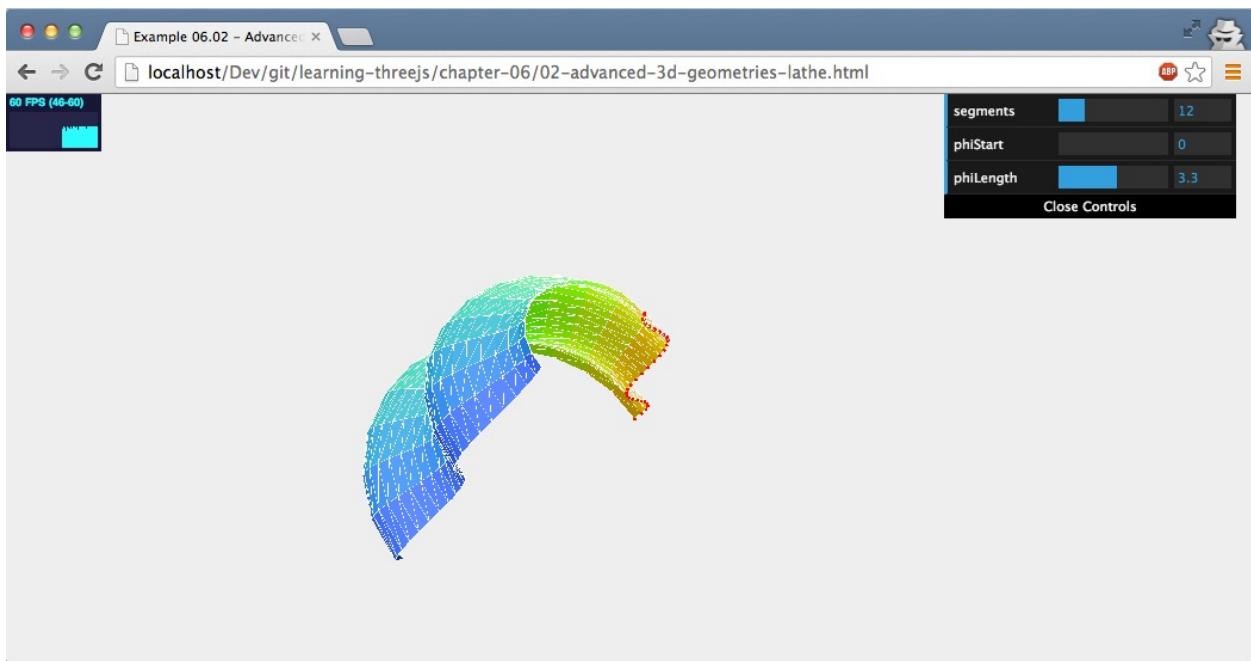




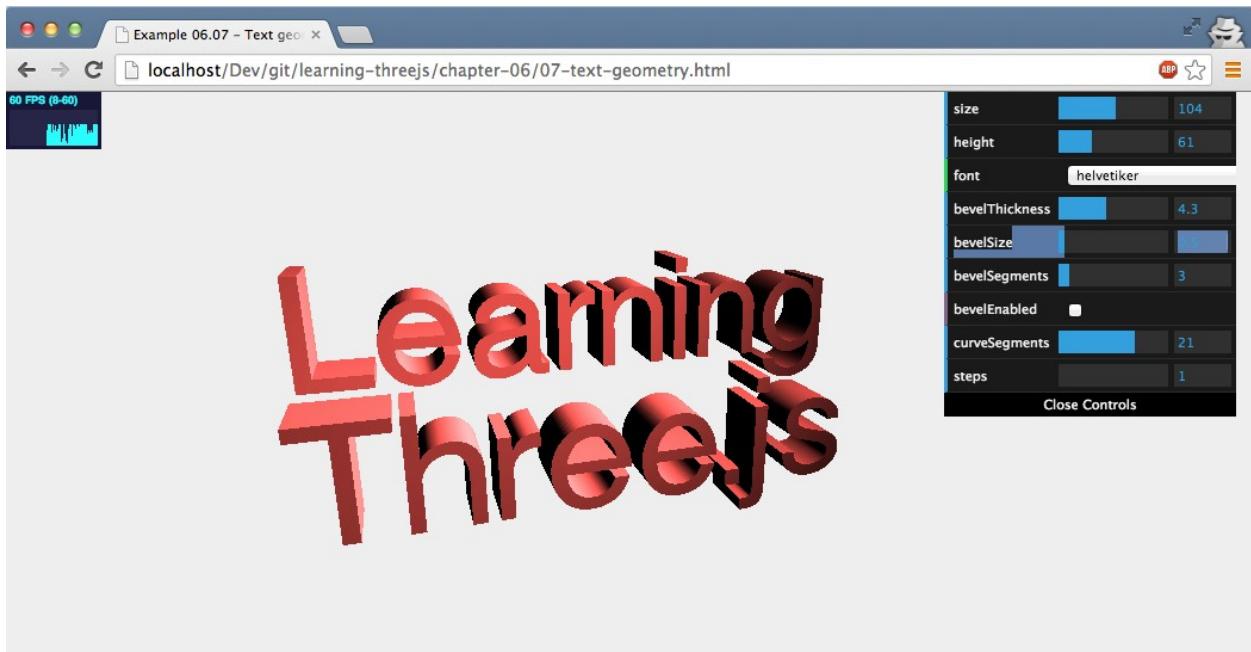
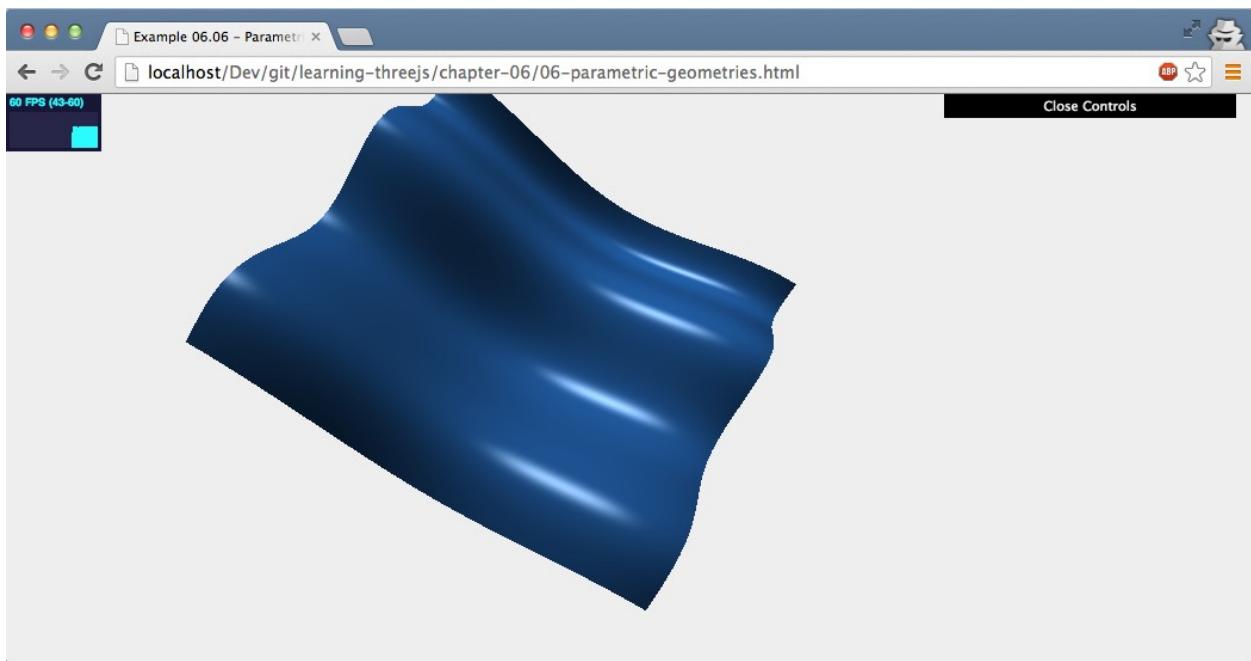


Chapter 6: Advanced Geometries and Binary Operations

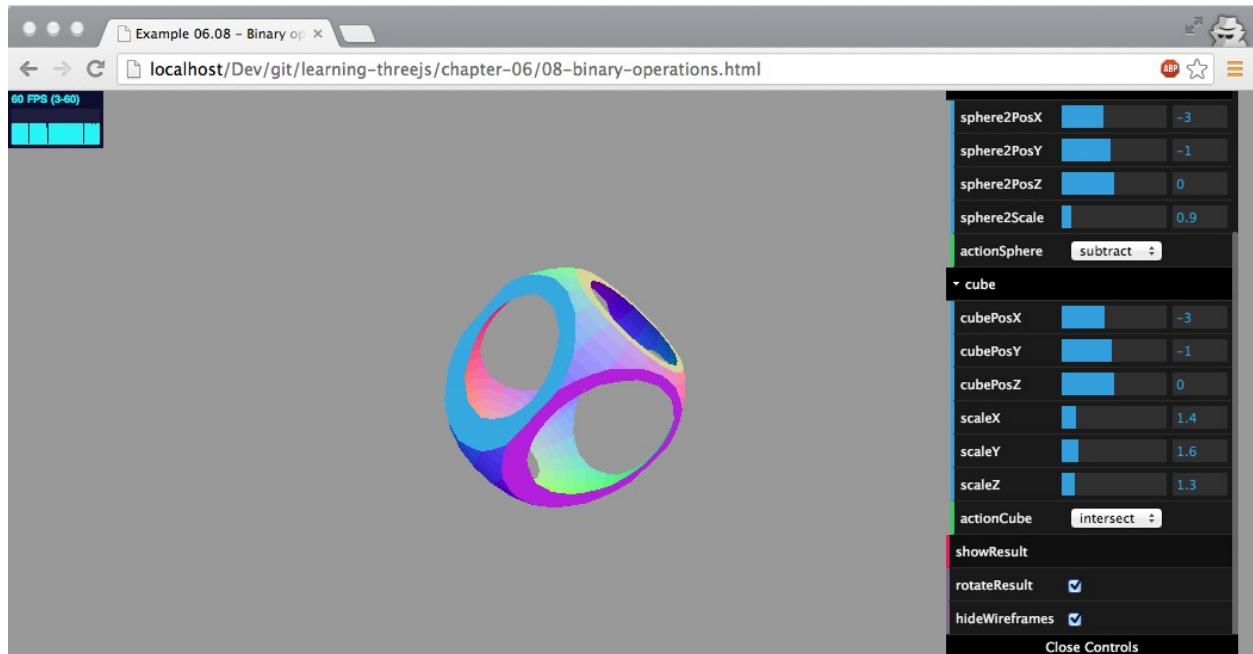


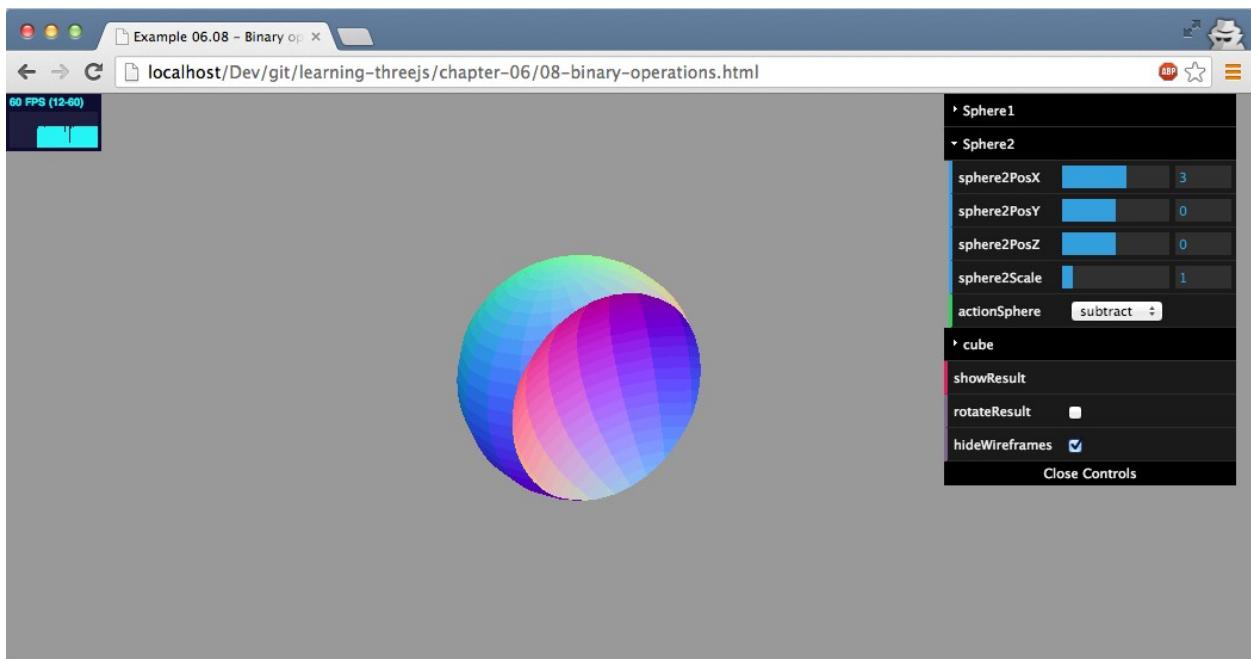
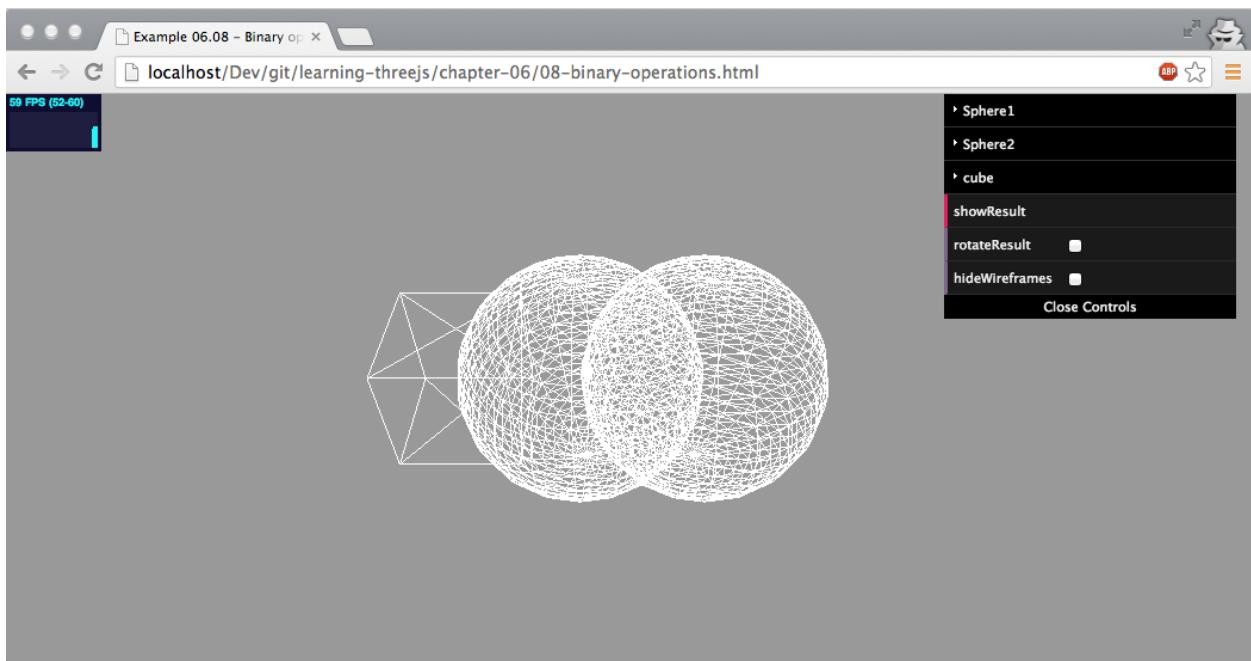


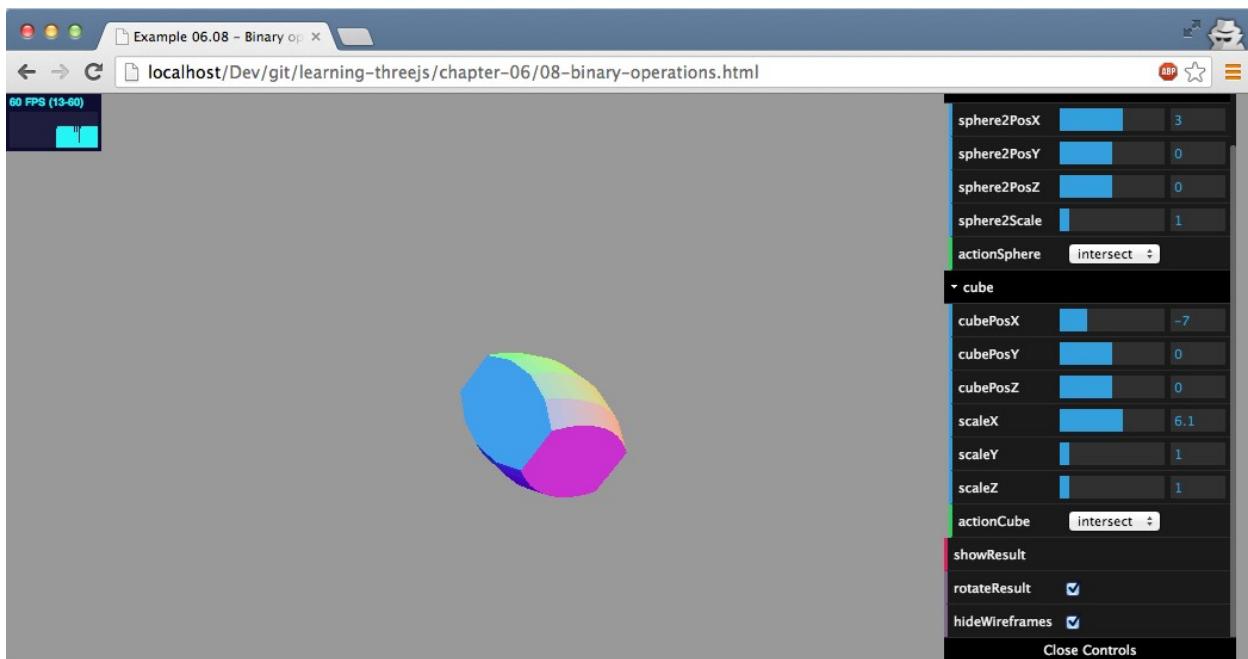
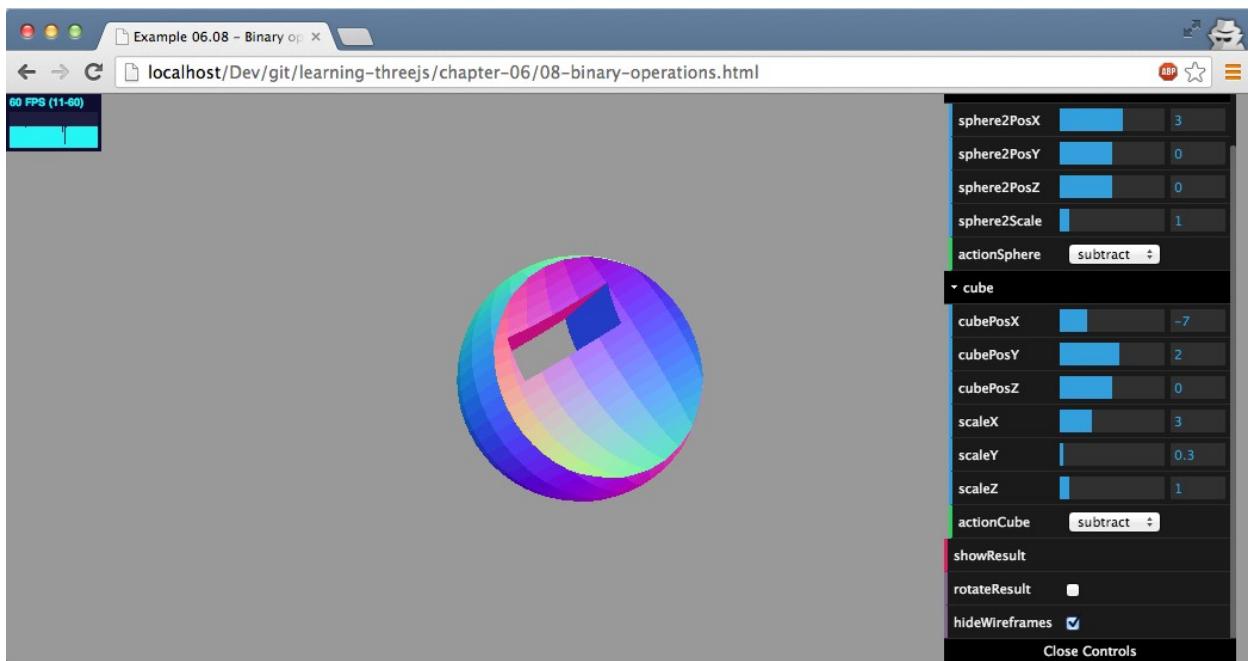


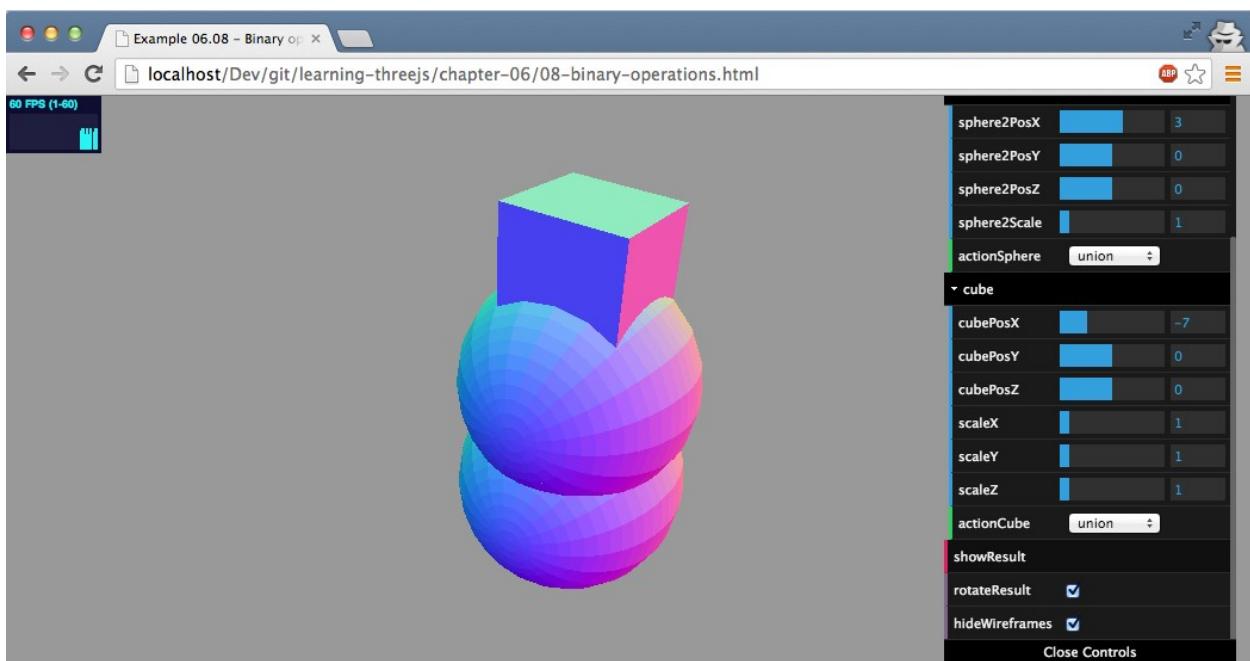
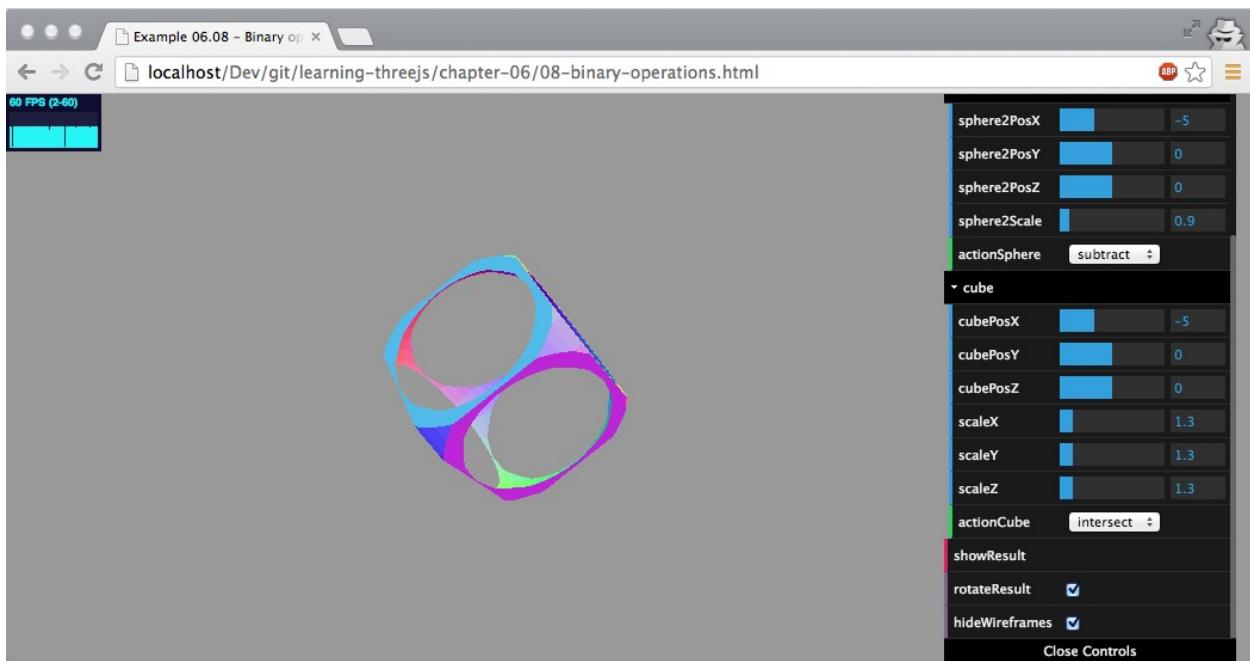


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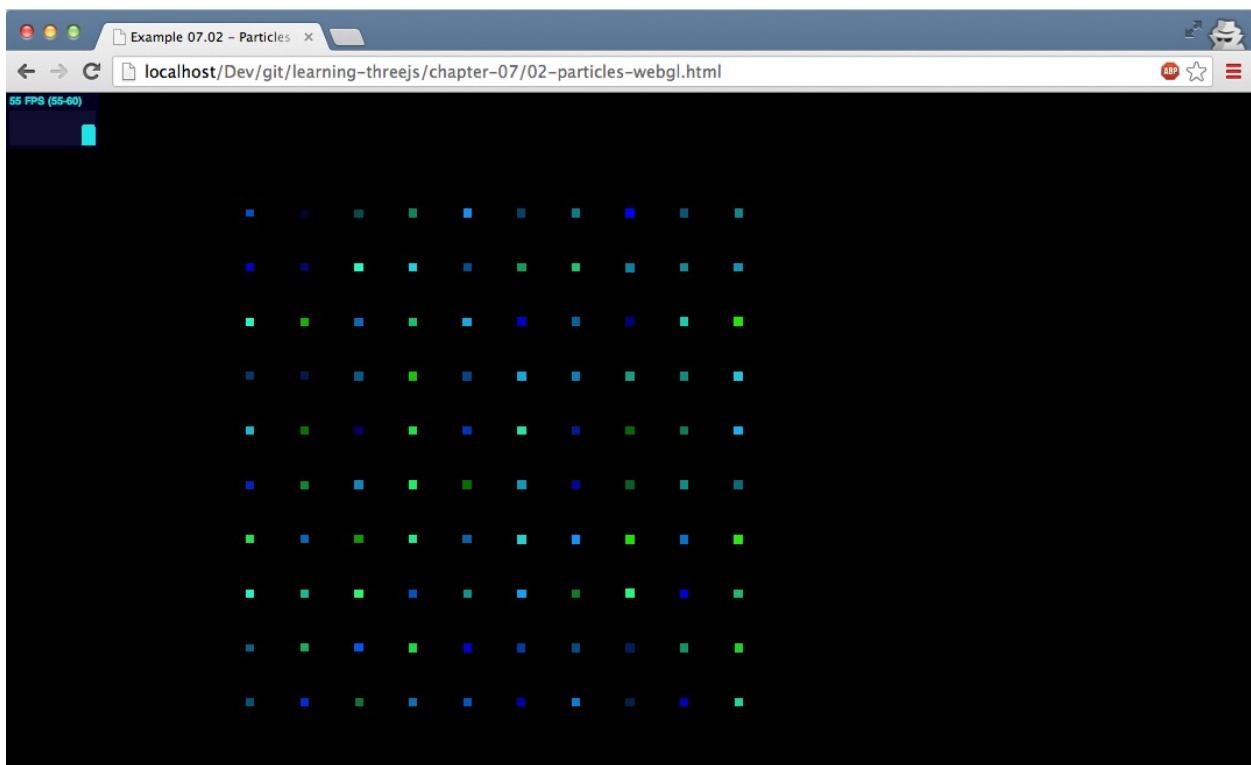
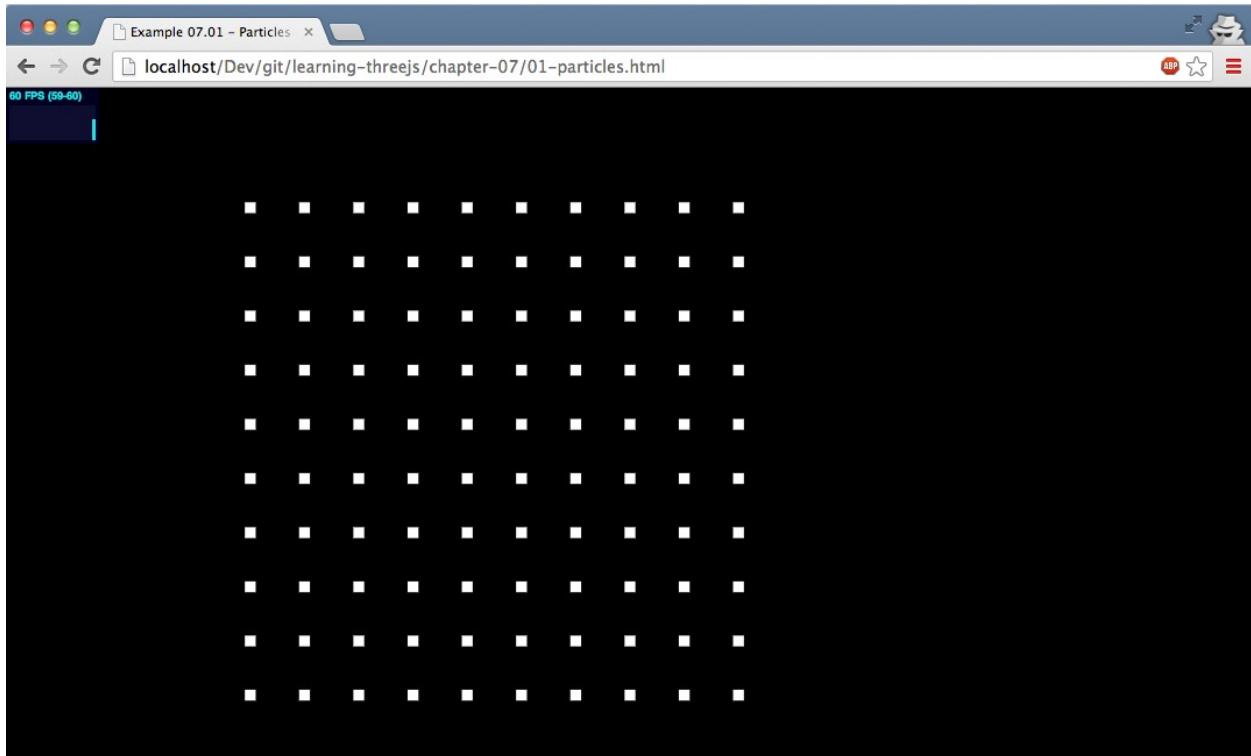


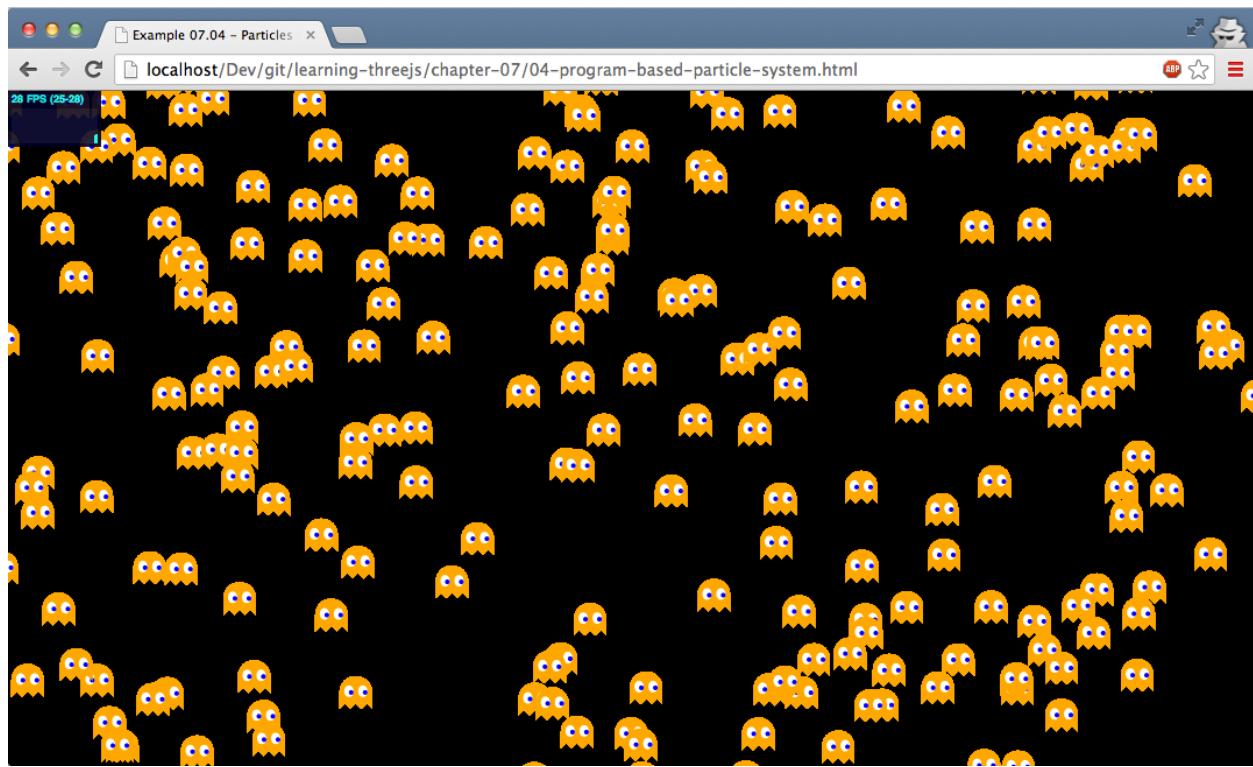
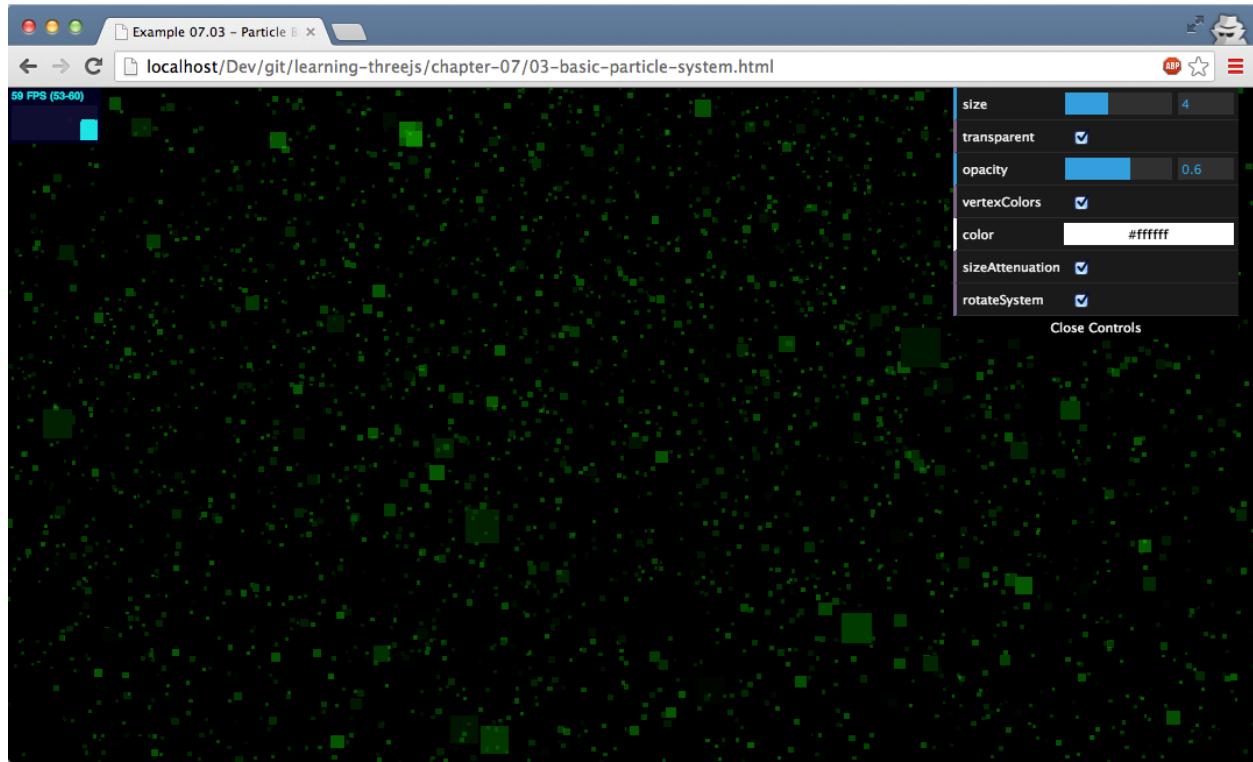


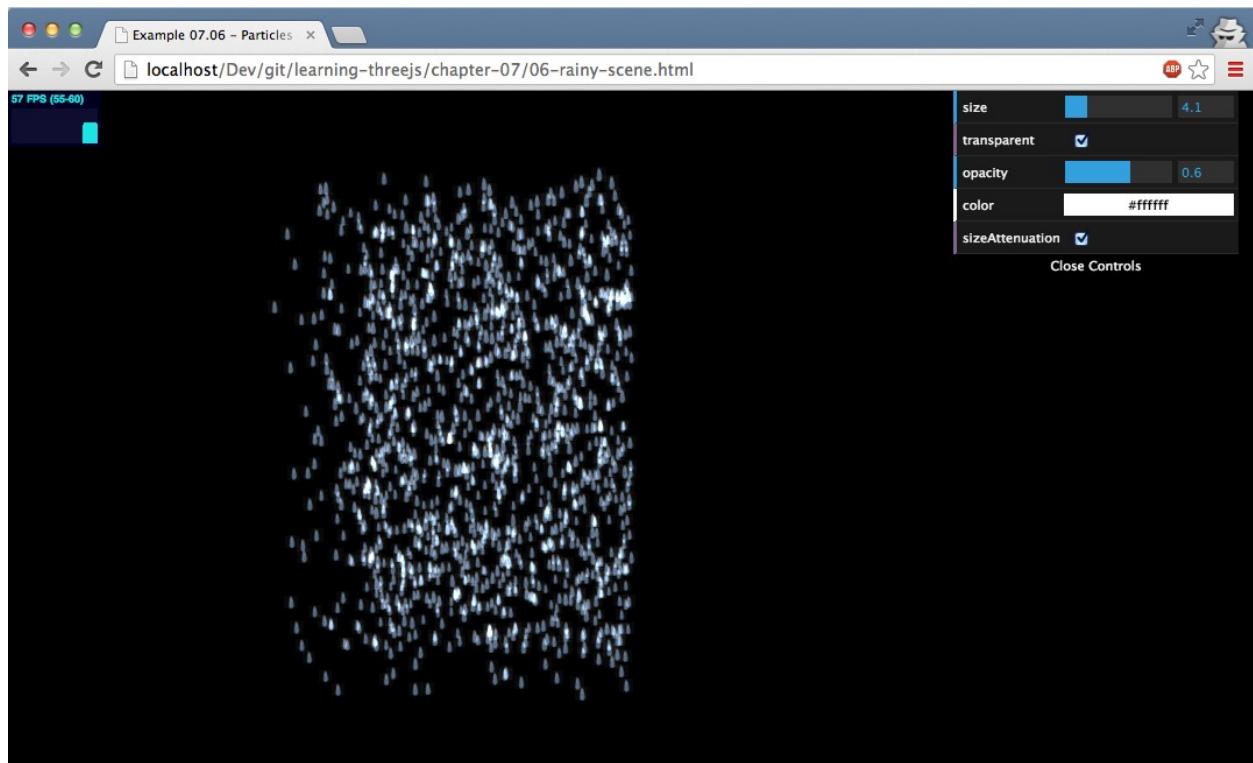


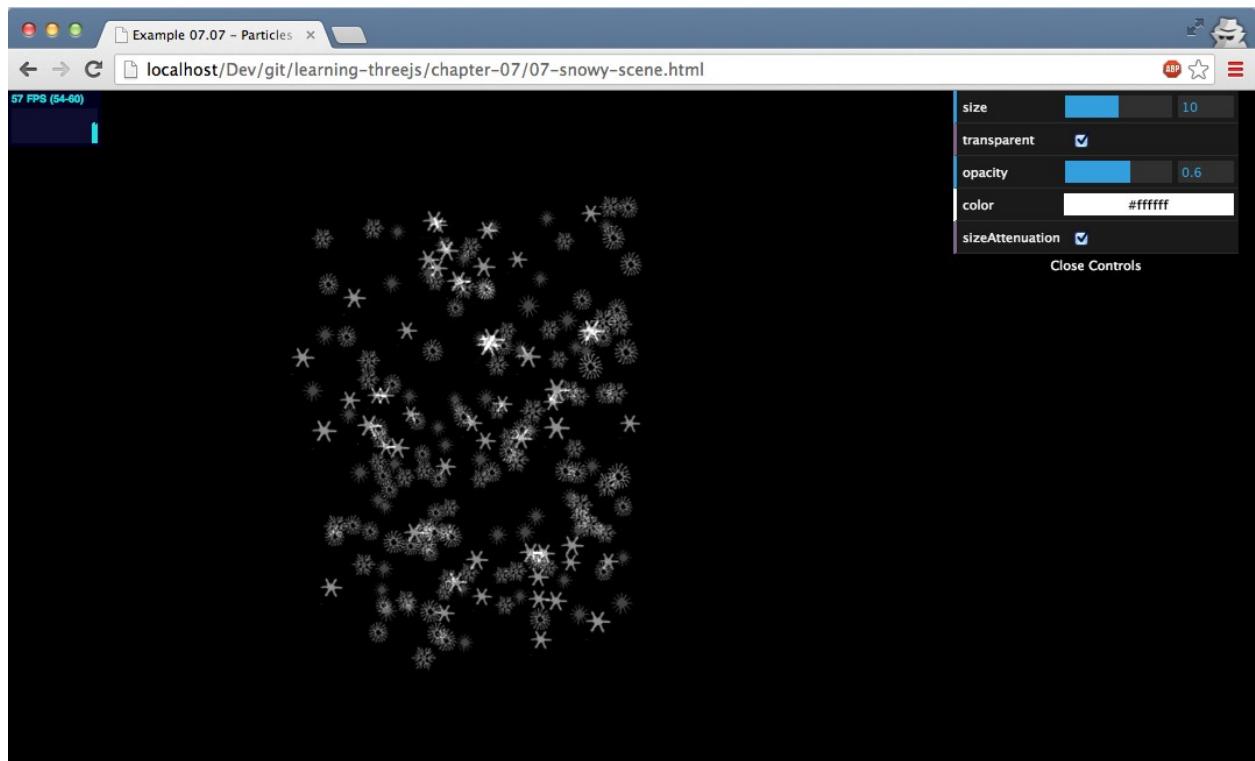
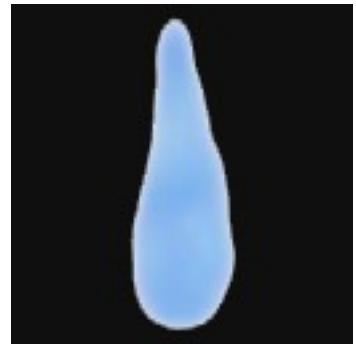


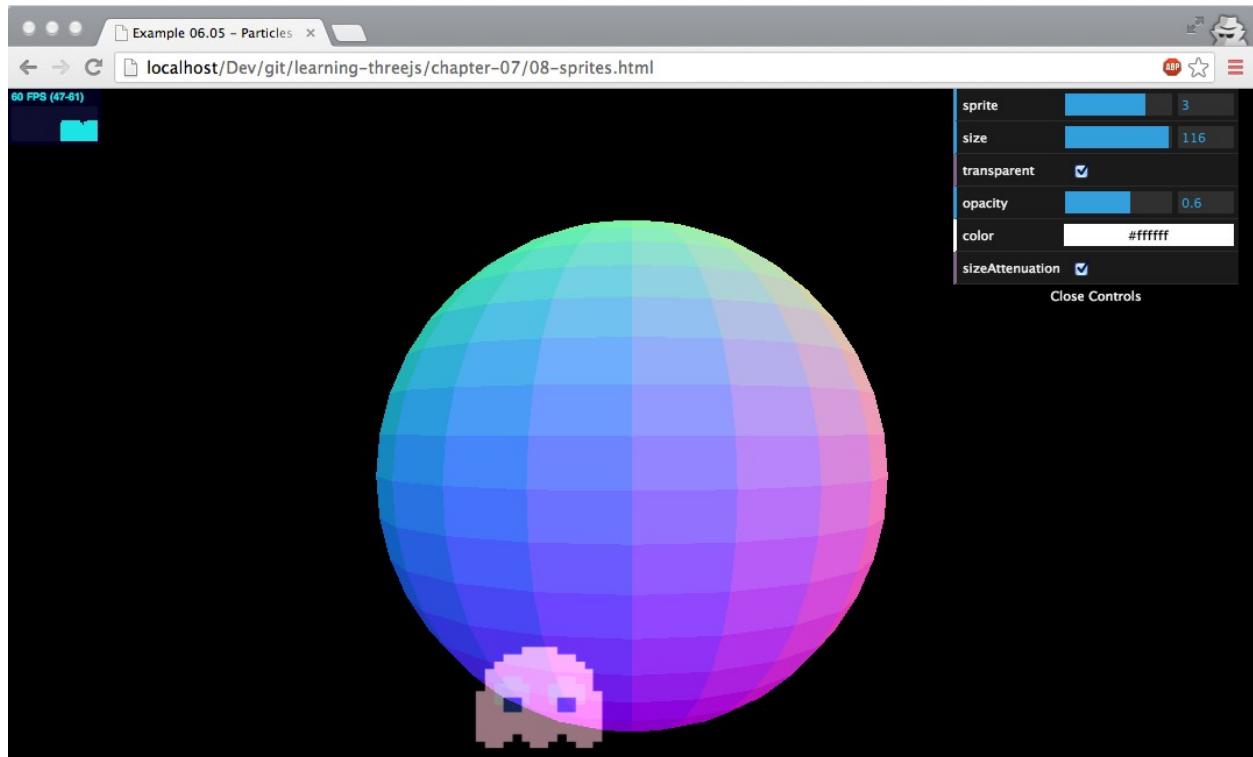
Chapter 7: Particles, Sprites, and the Point Cloud

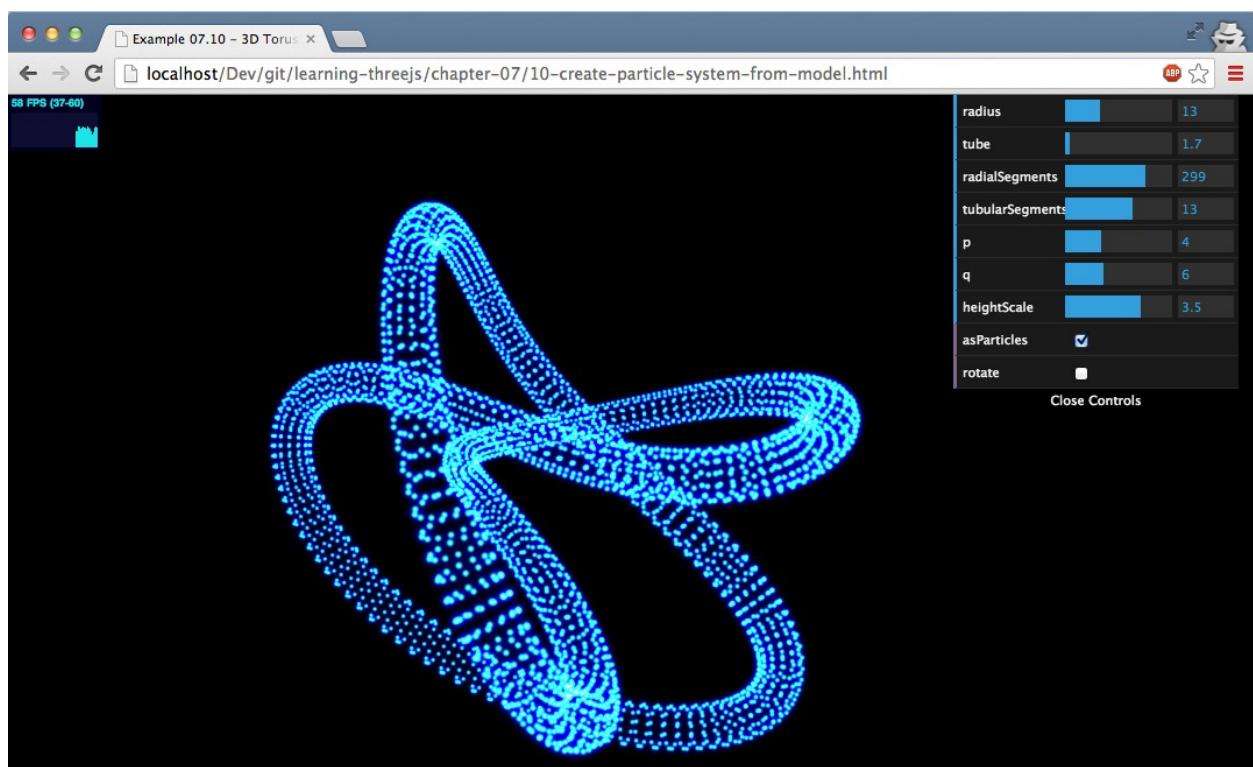
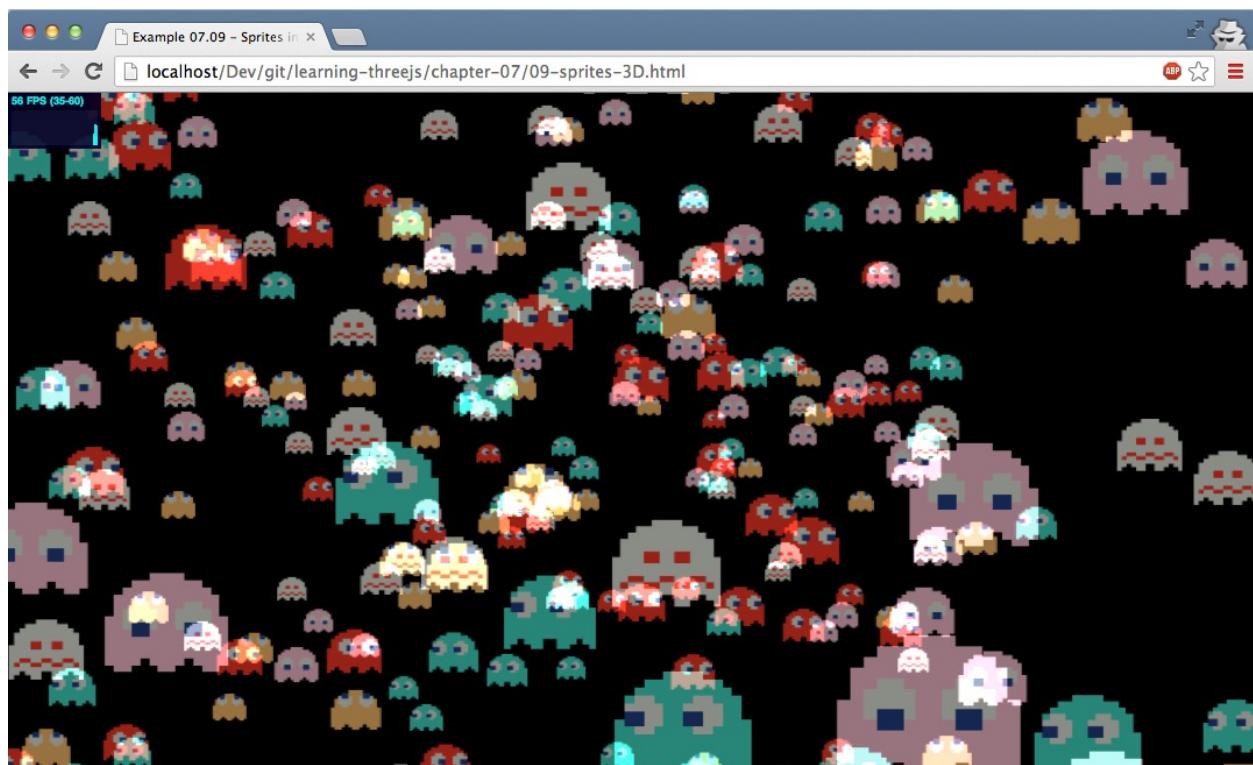


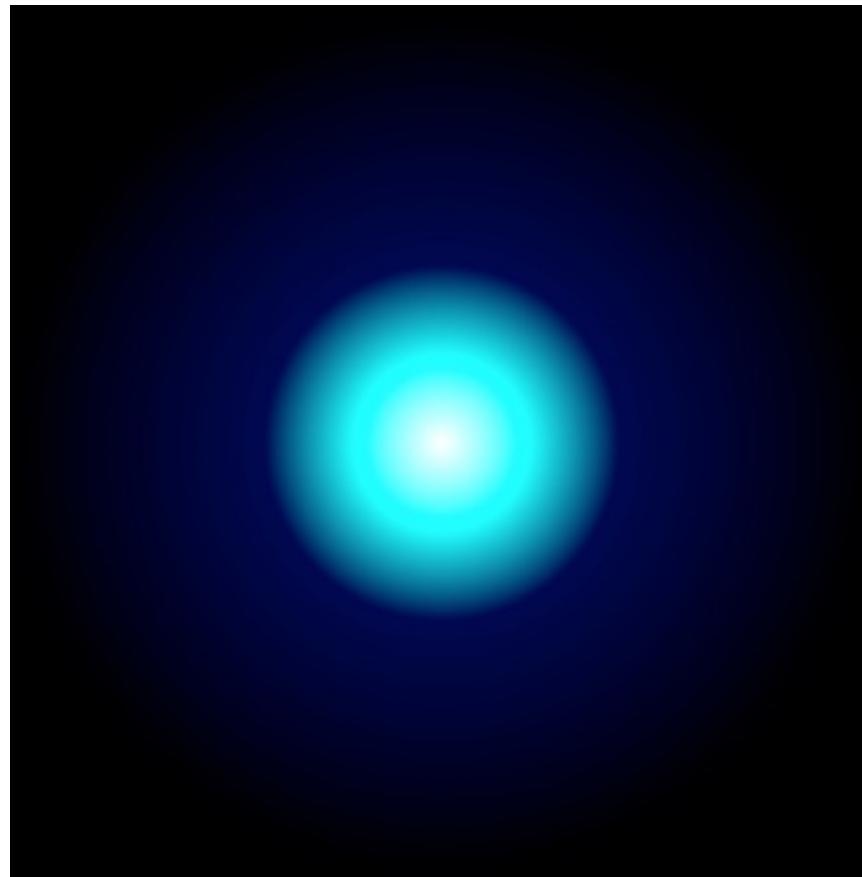




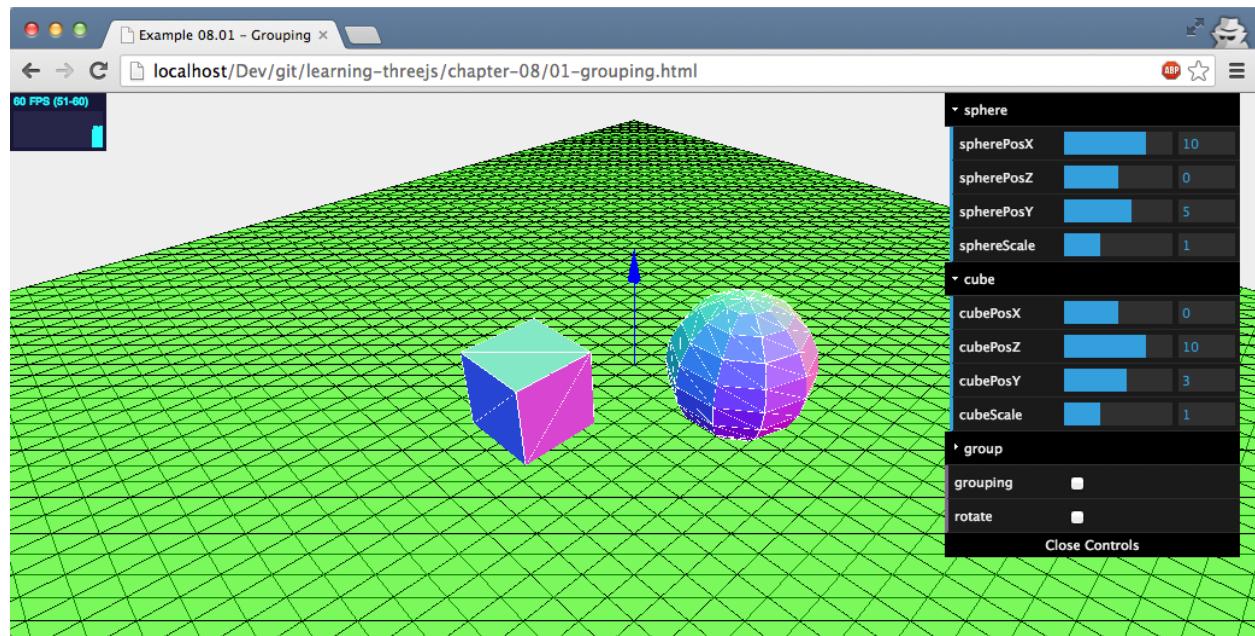


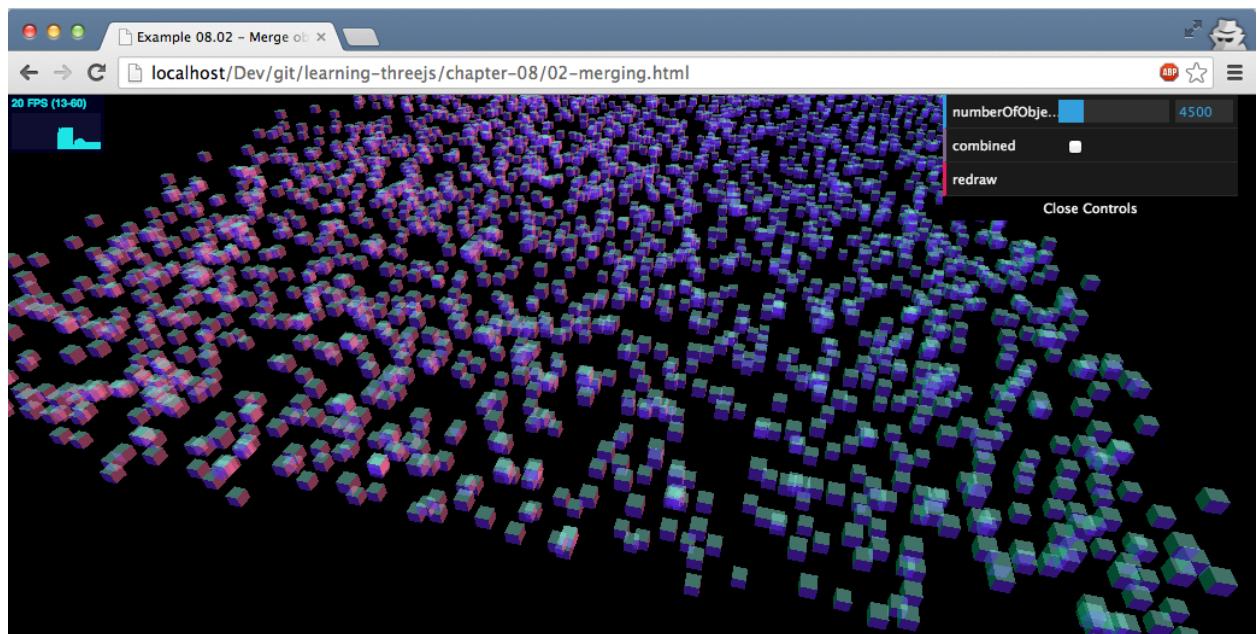
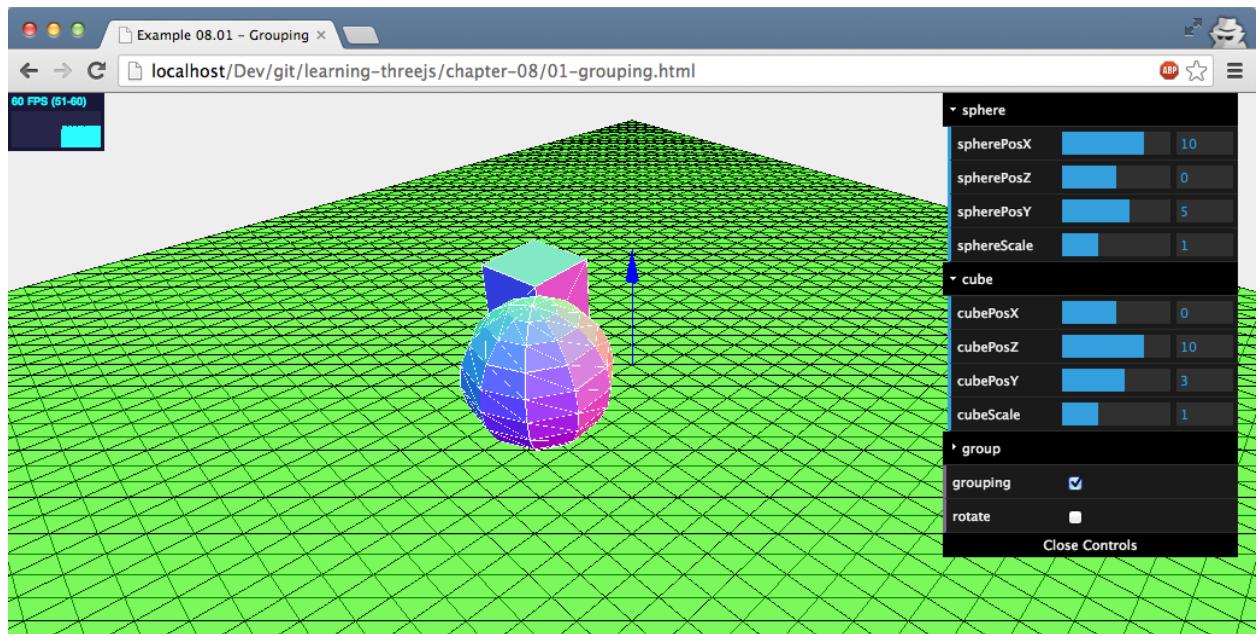


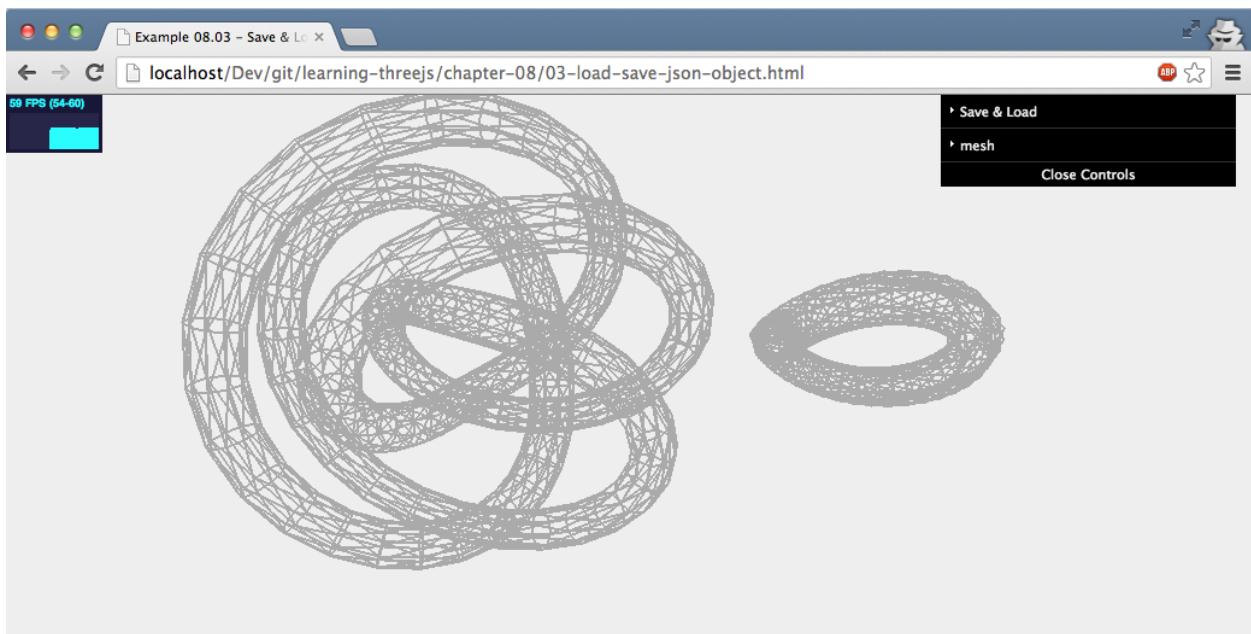
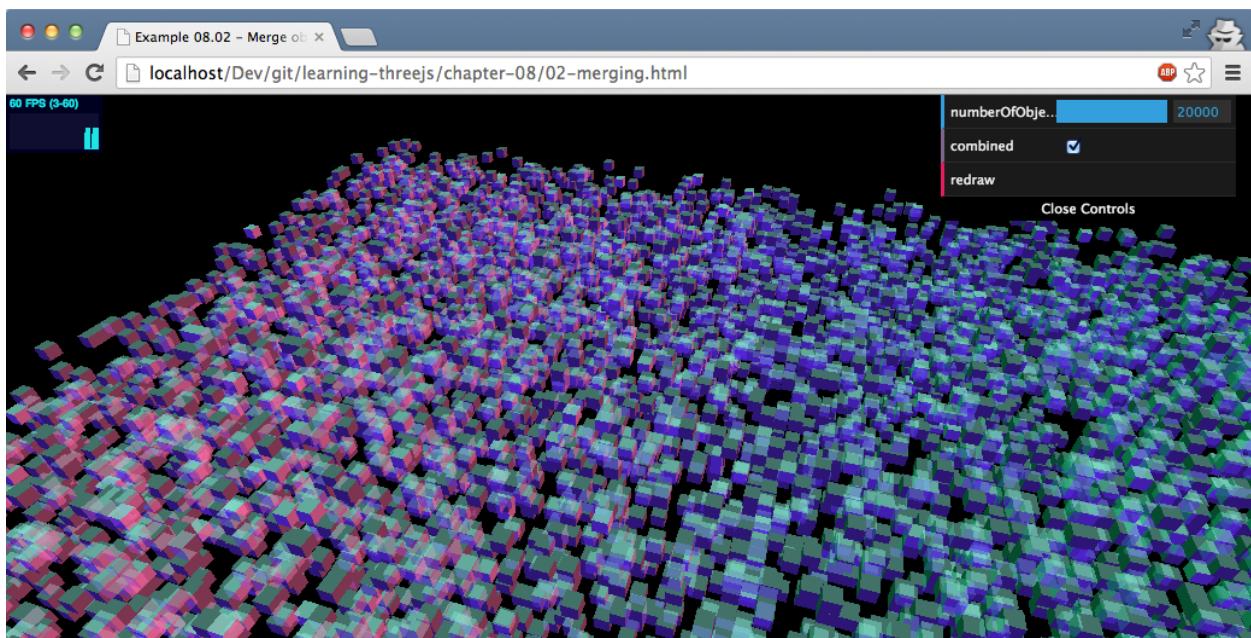


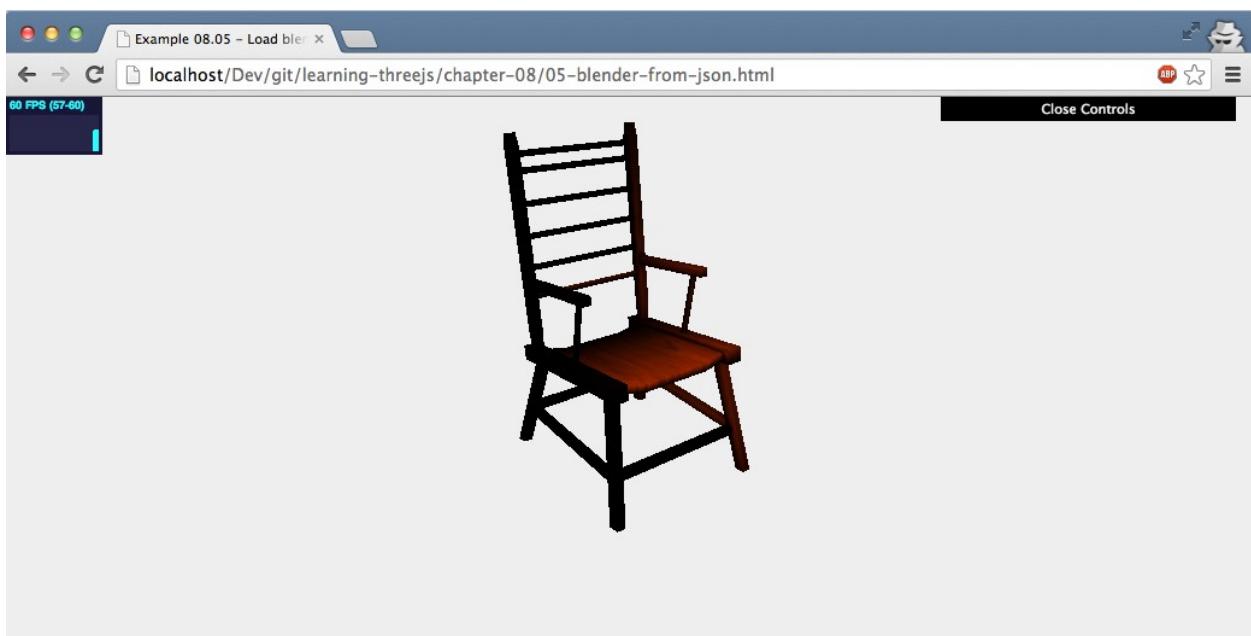
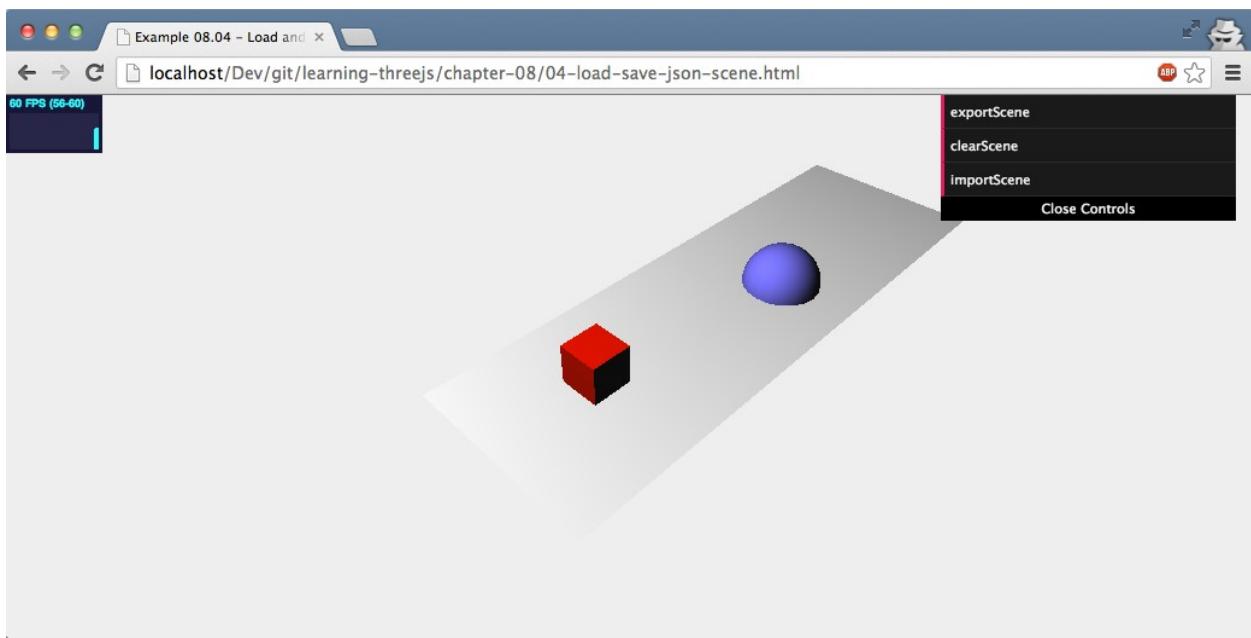


Chapter 8: Creating and Loading Advanced Meshes and Geometries



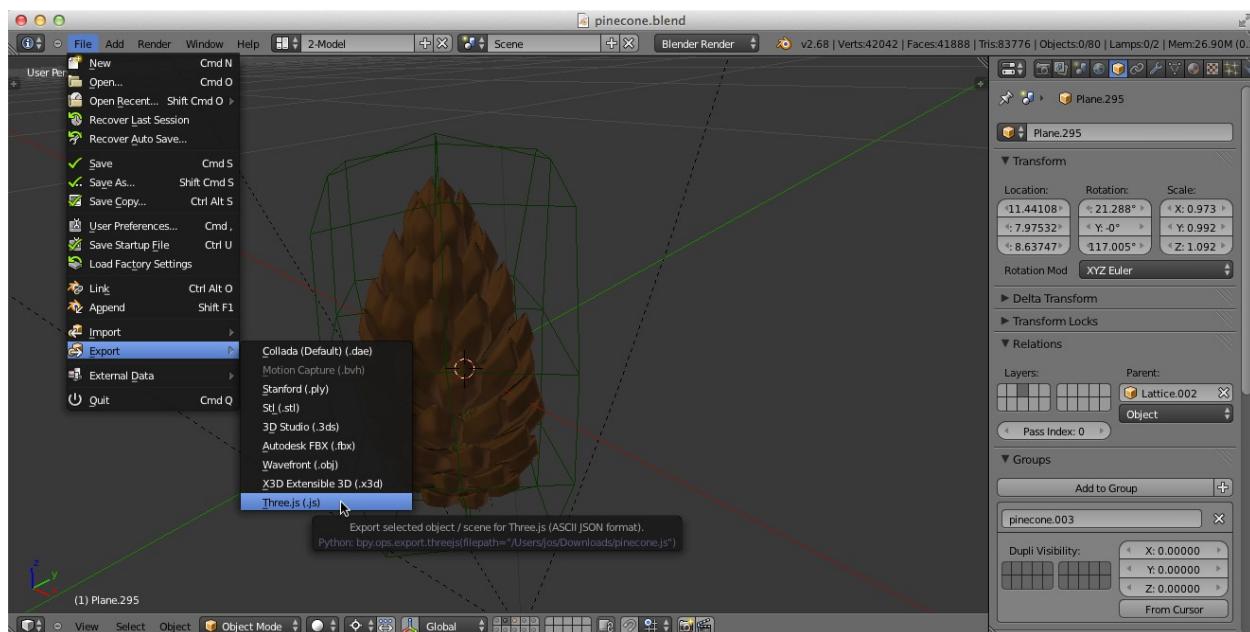
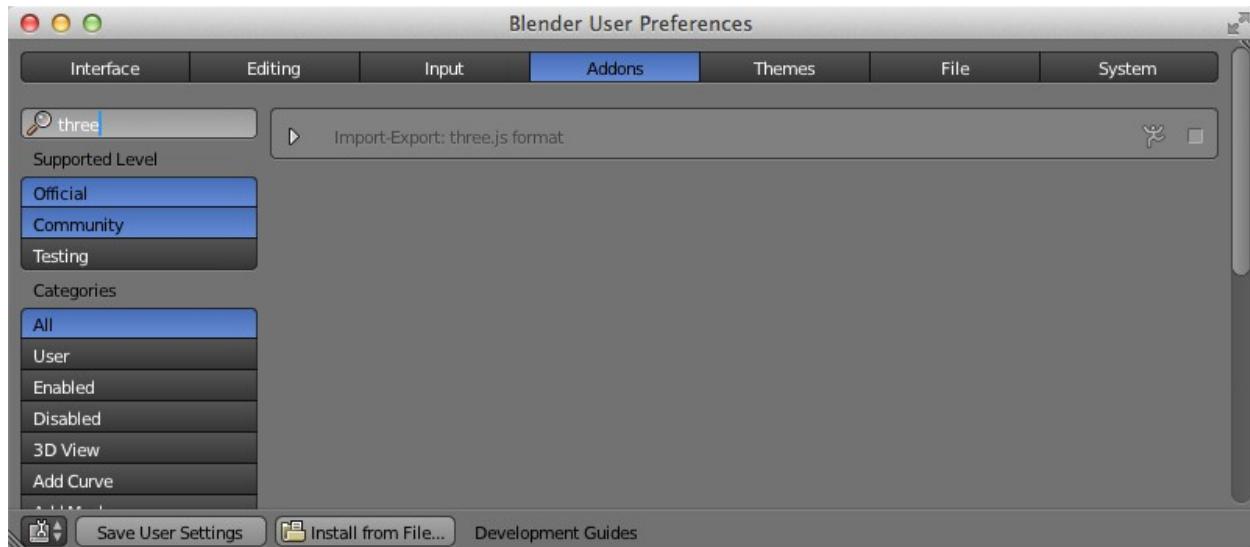


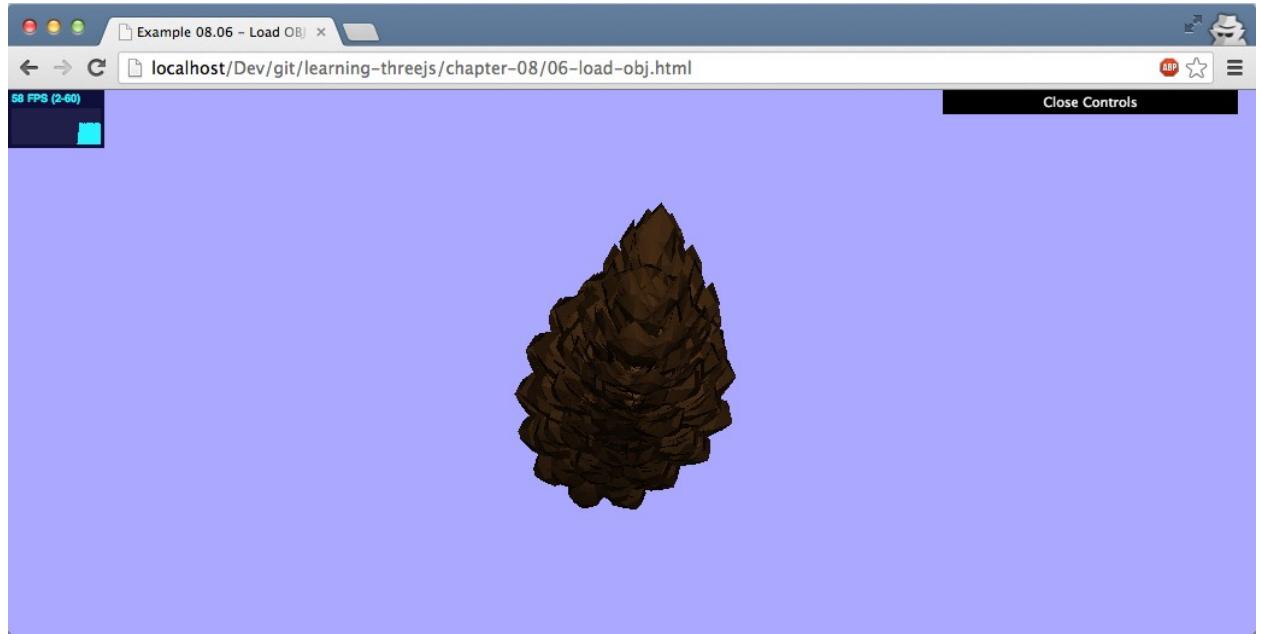
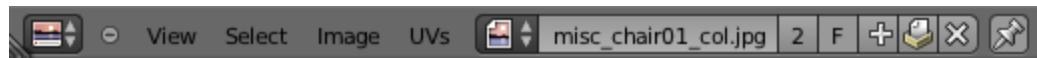
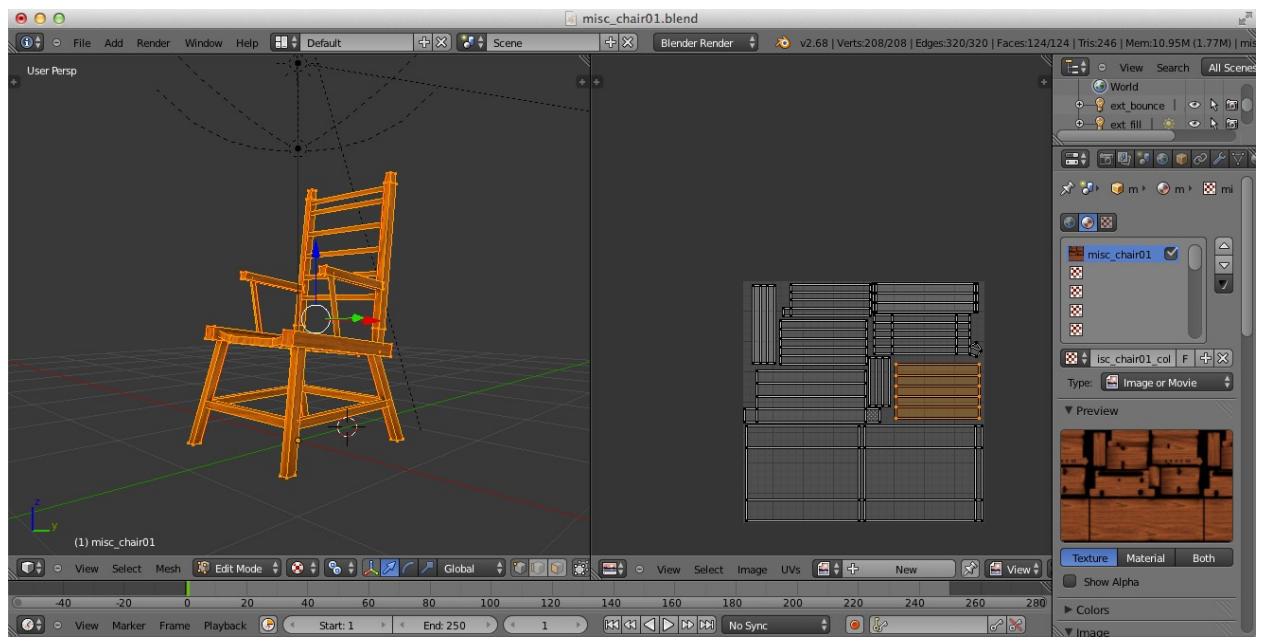


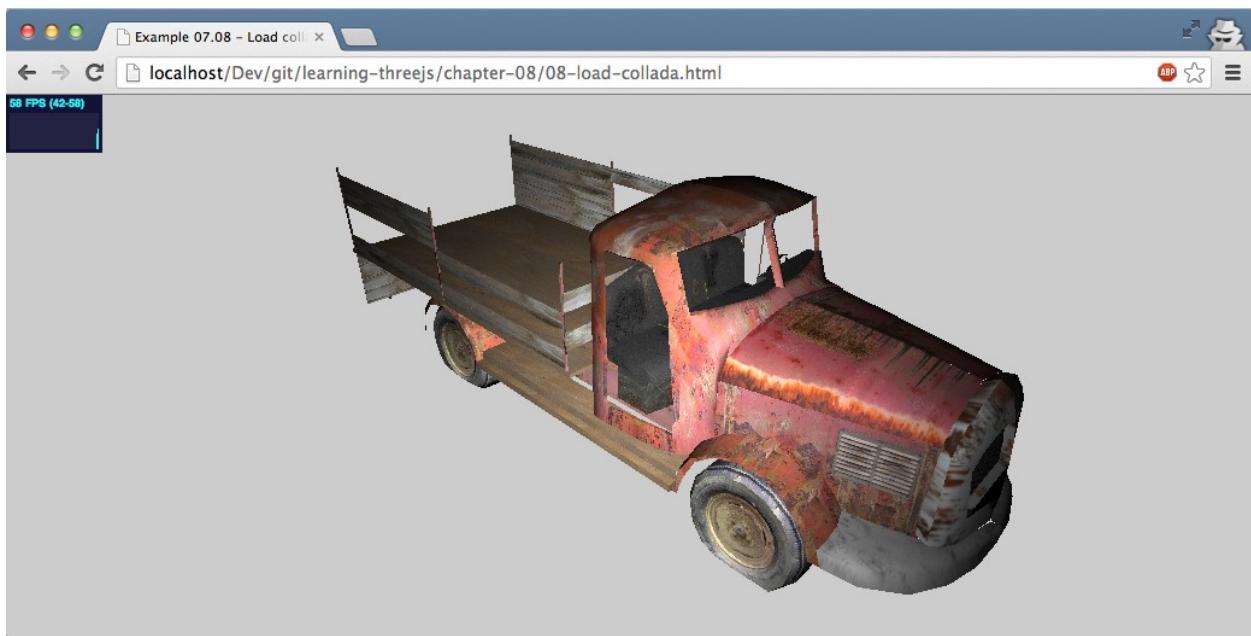
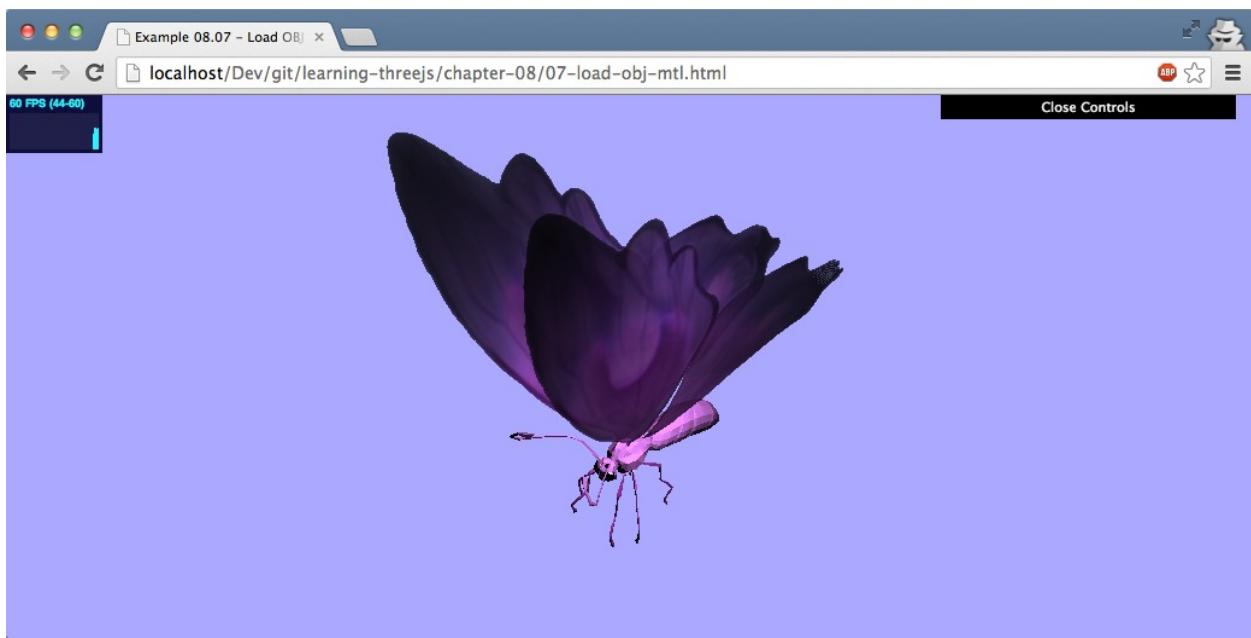


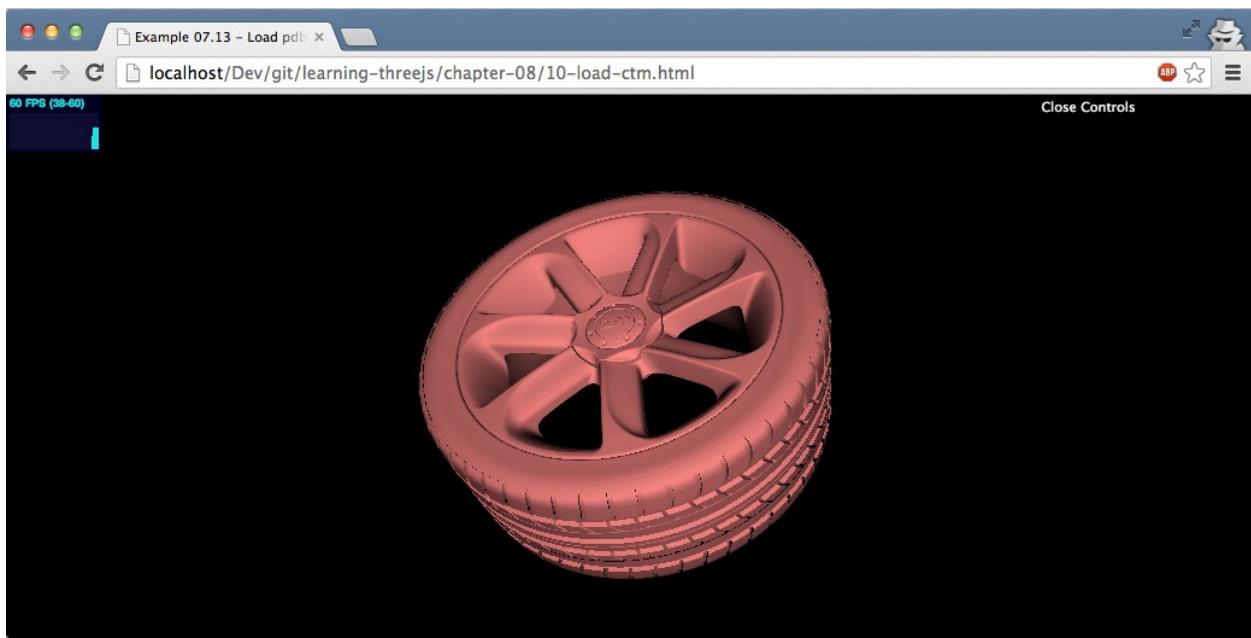
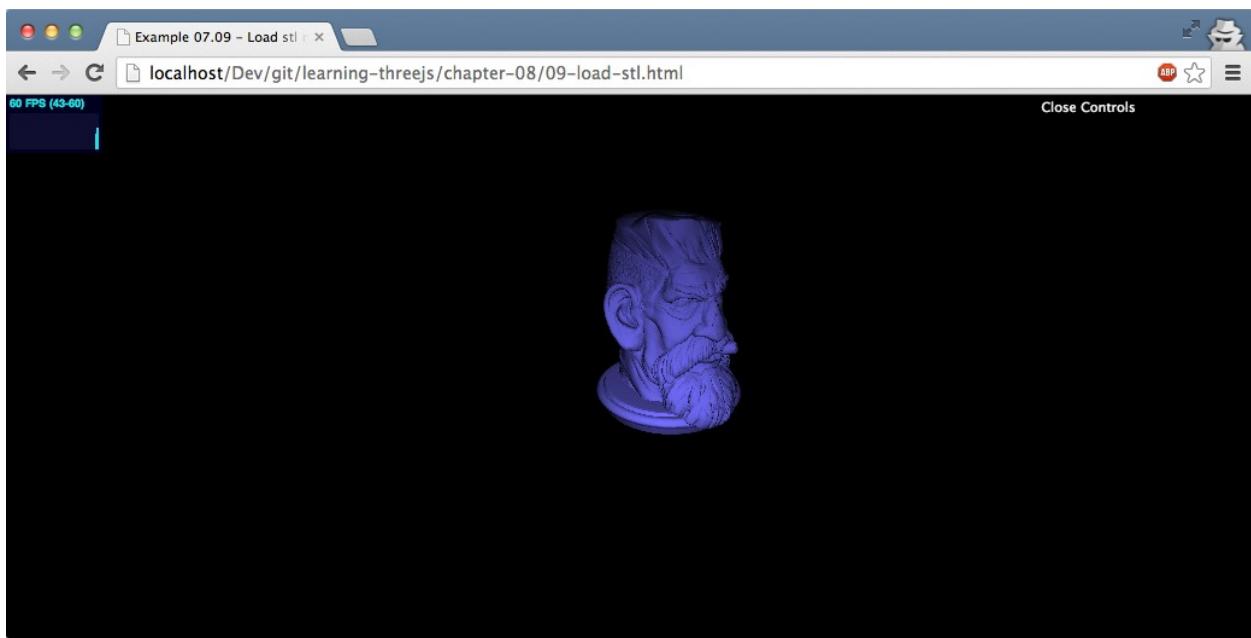
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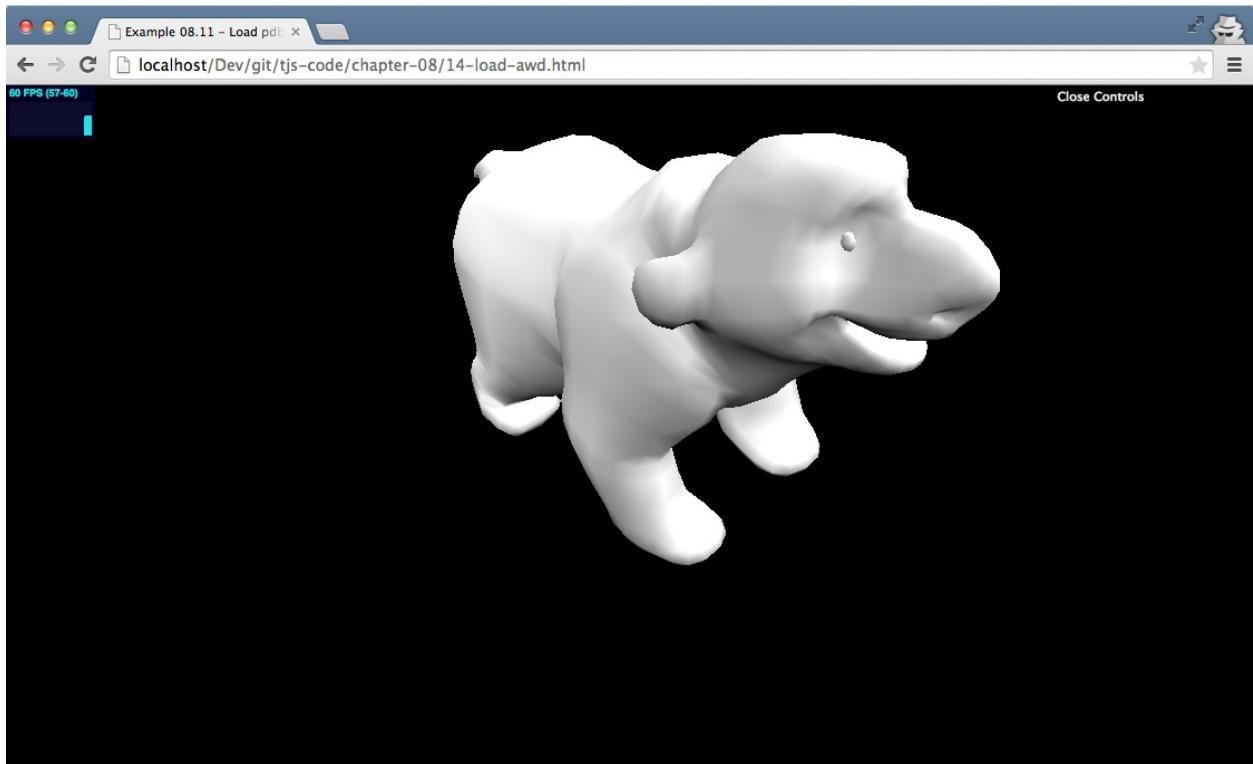
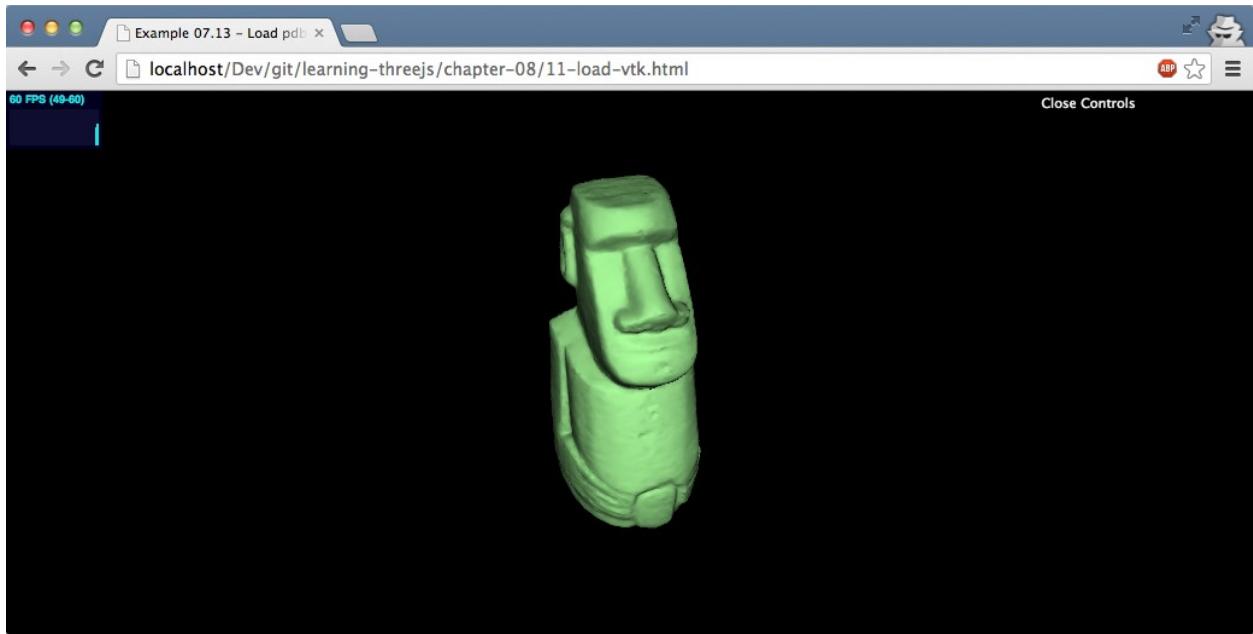
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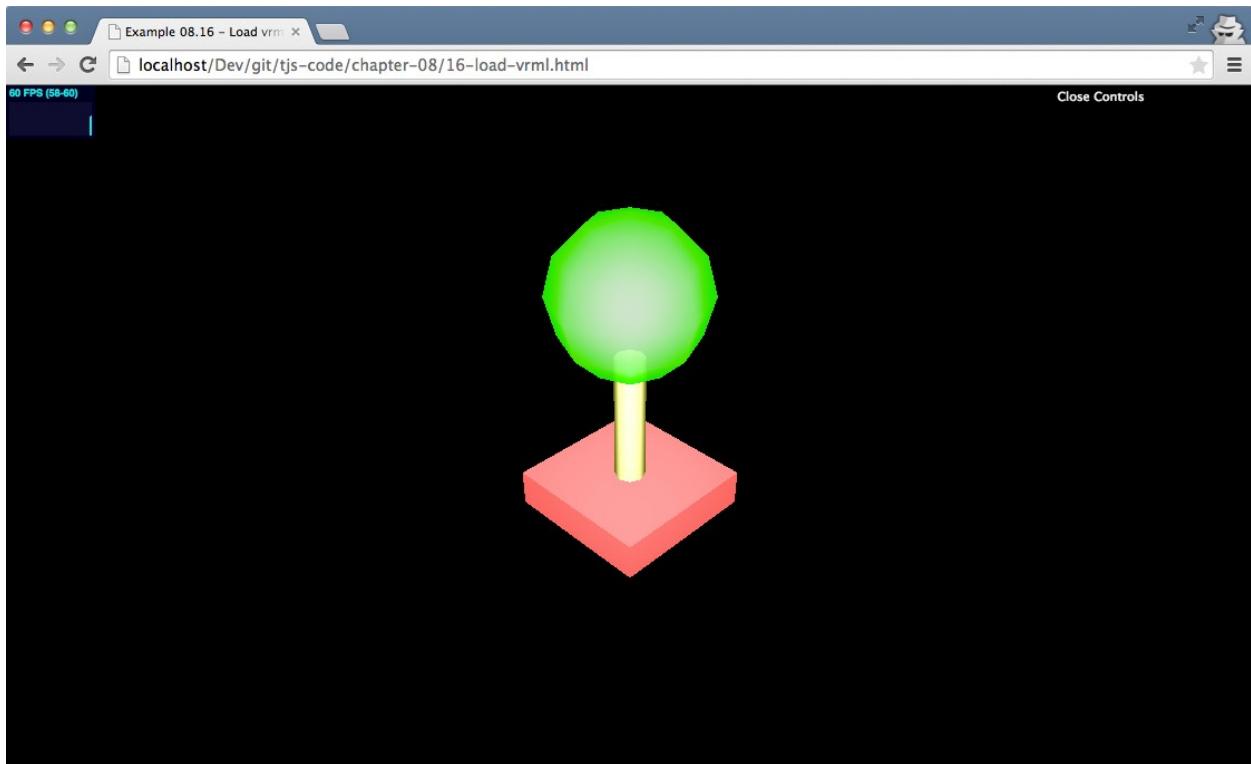
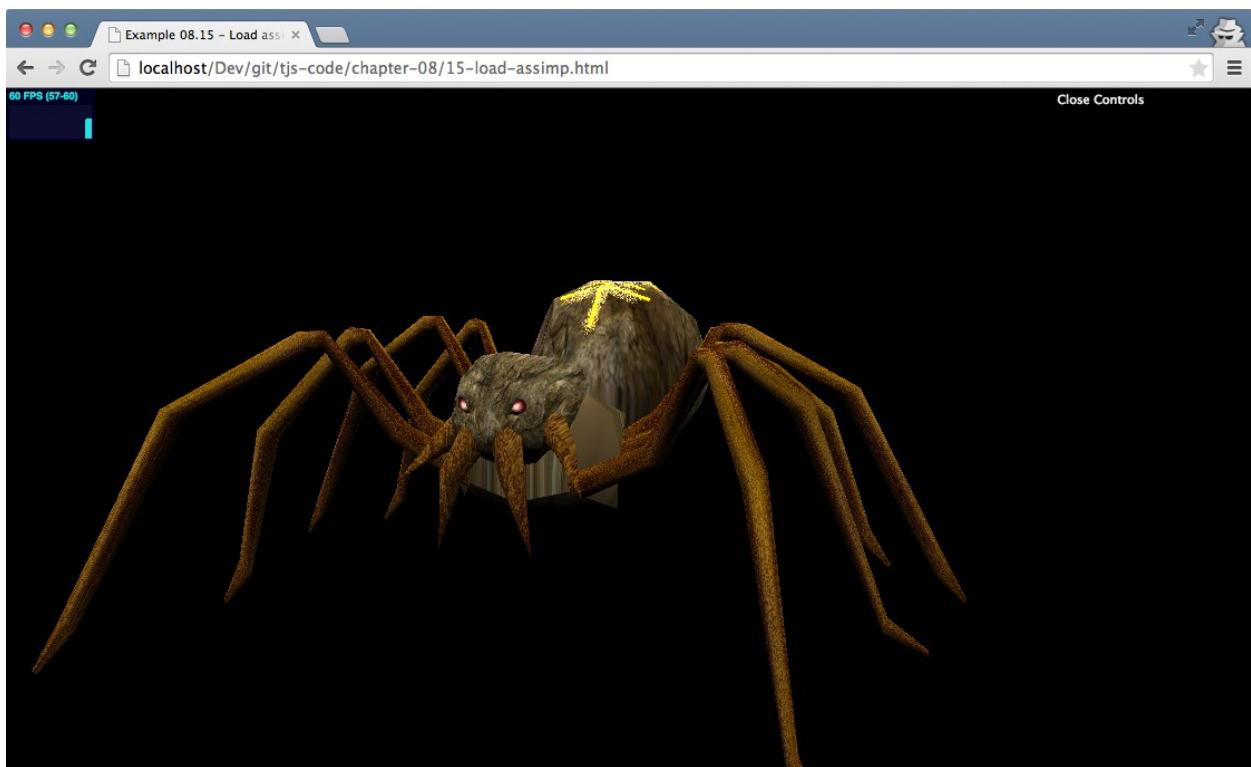


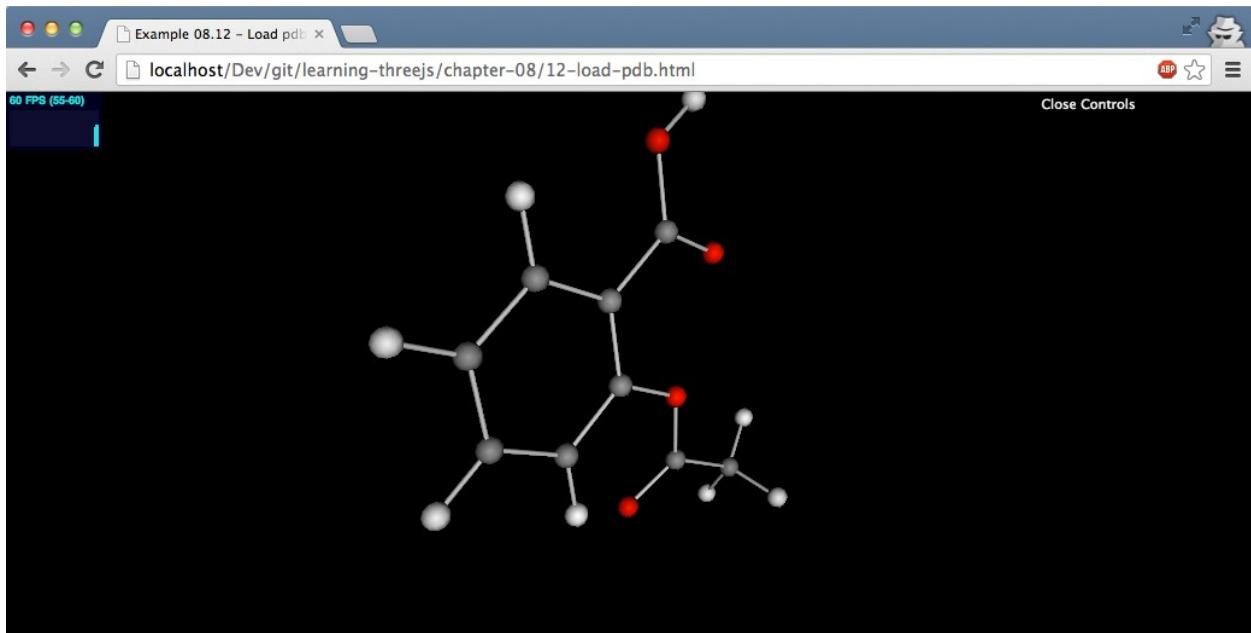
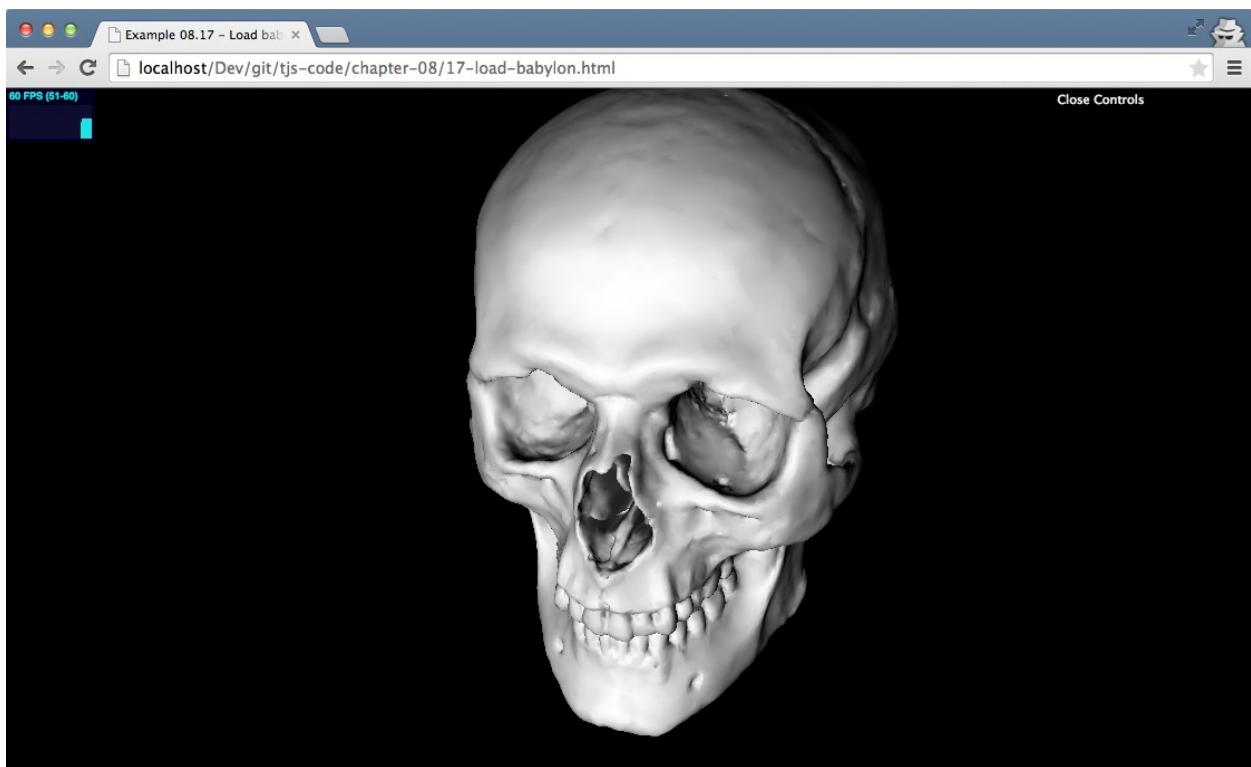


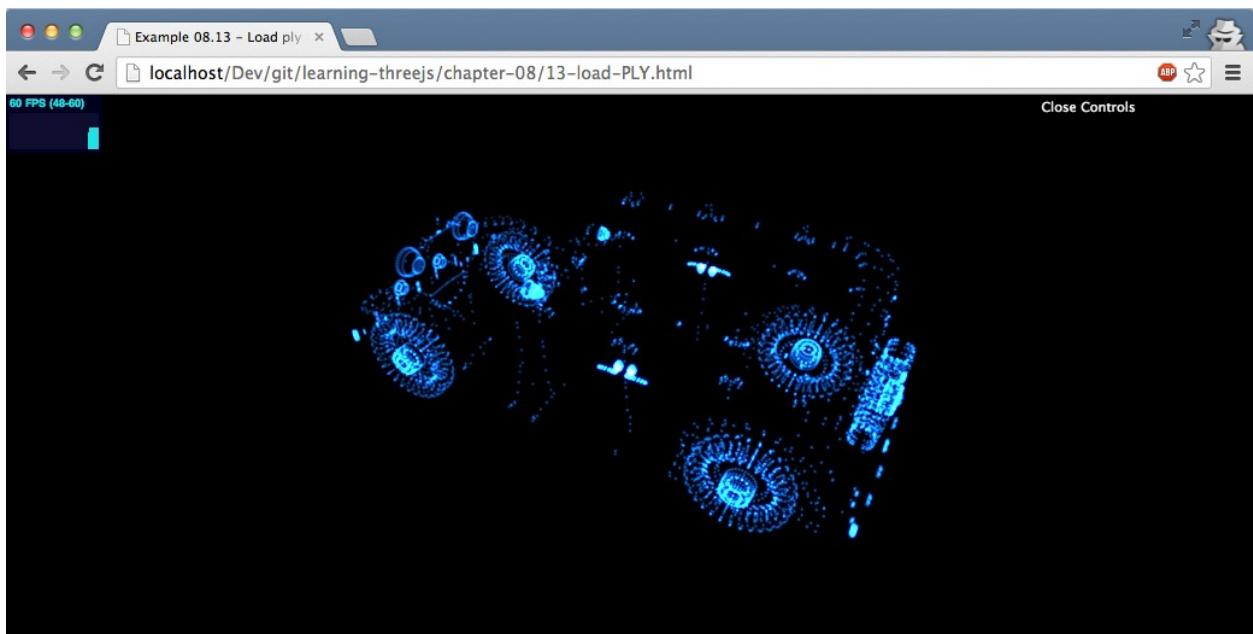
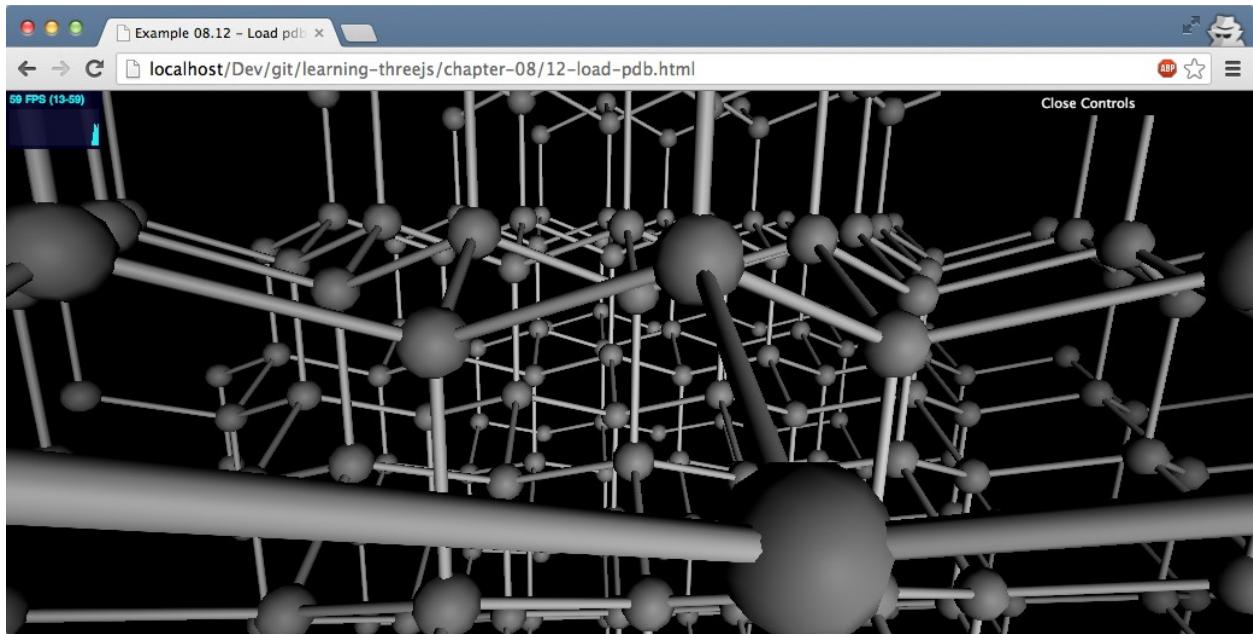




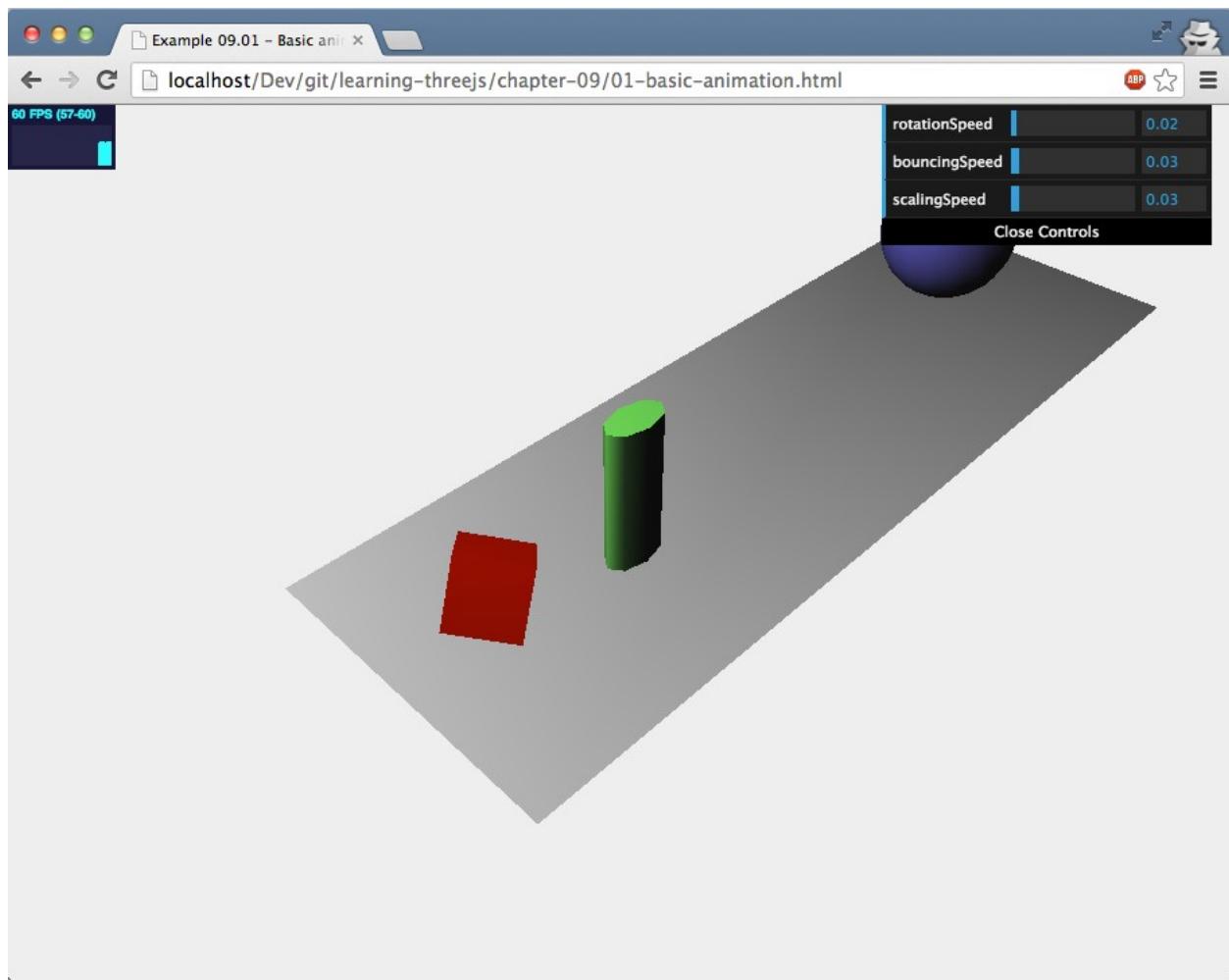


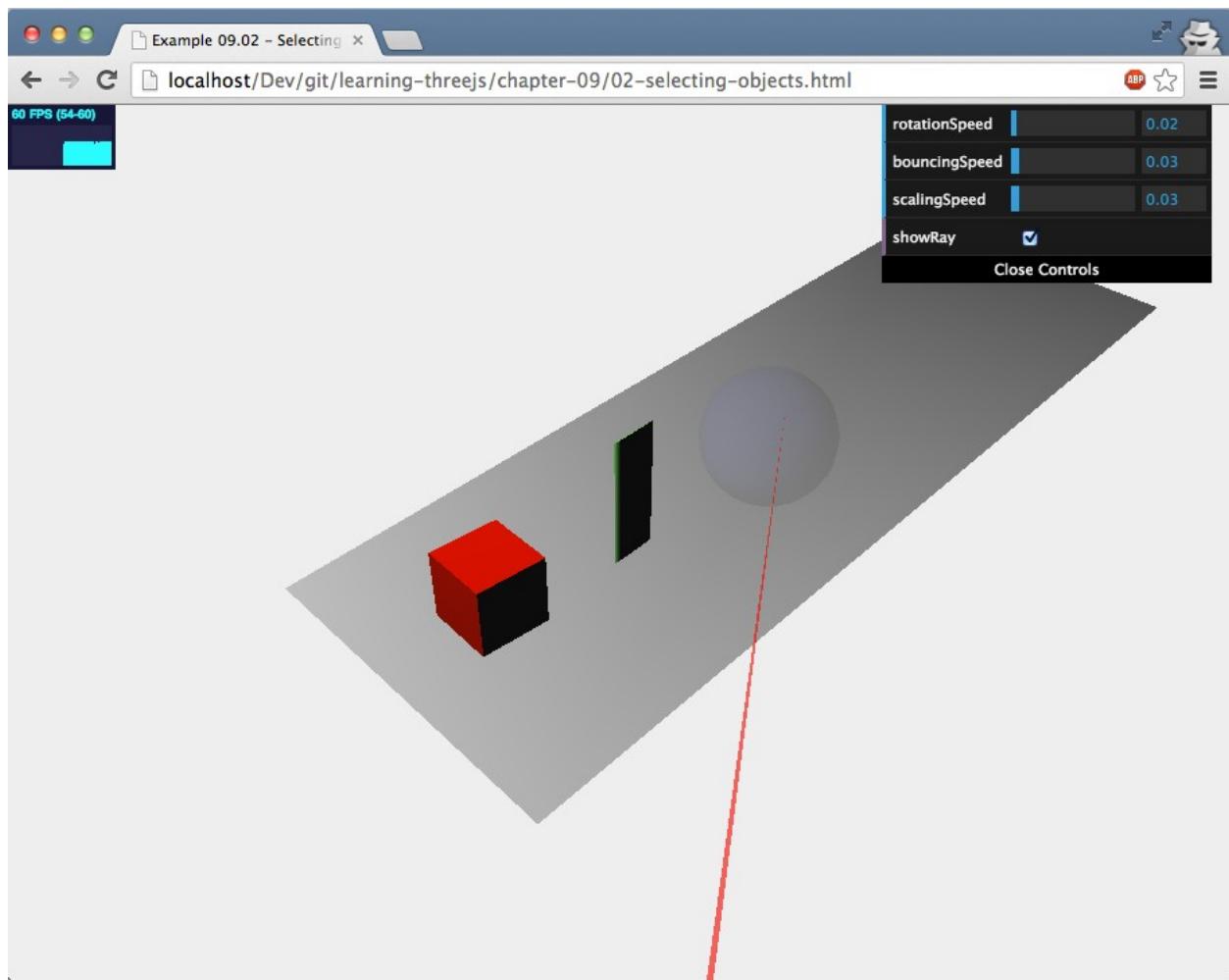


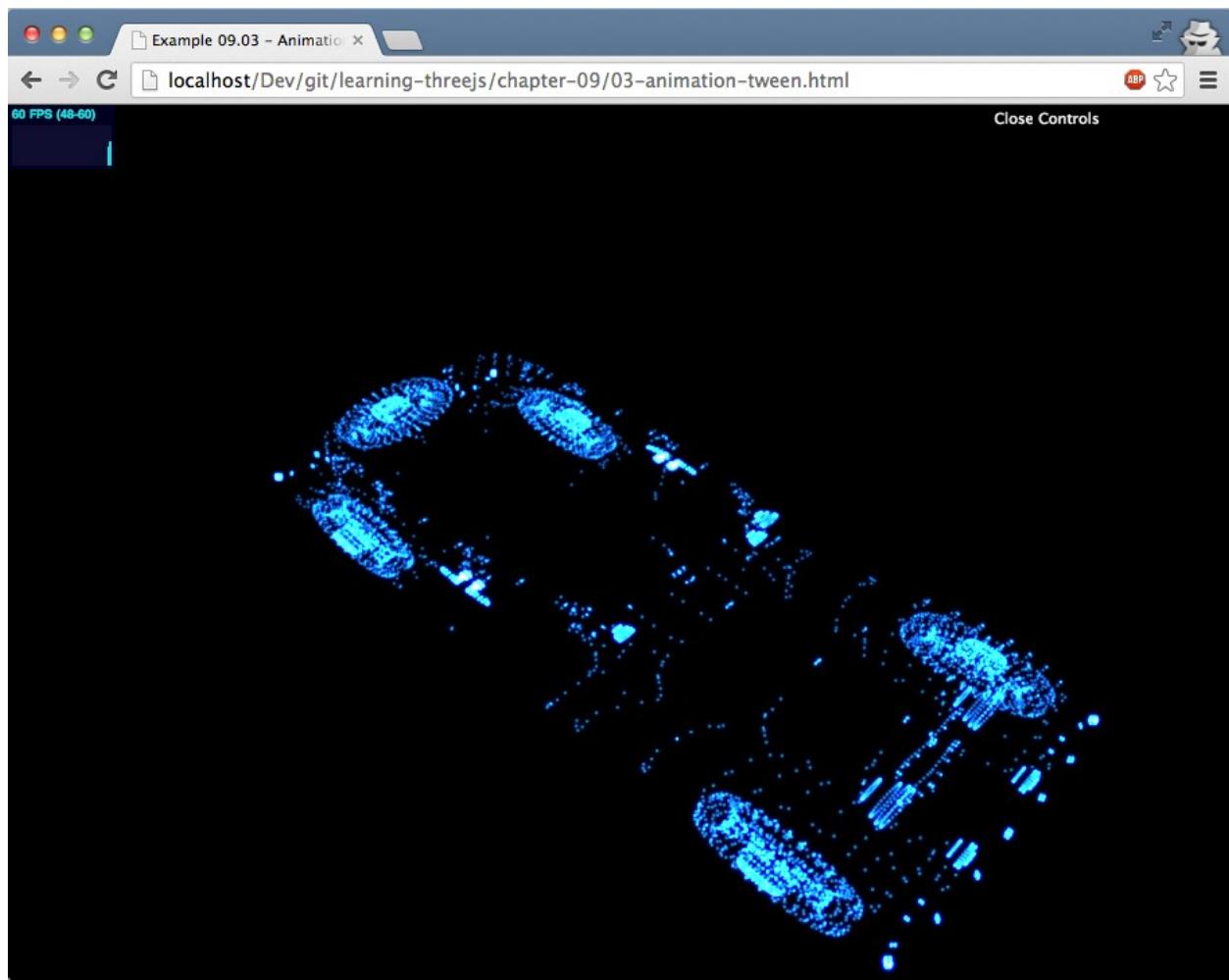


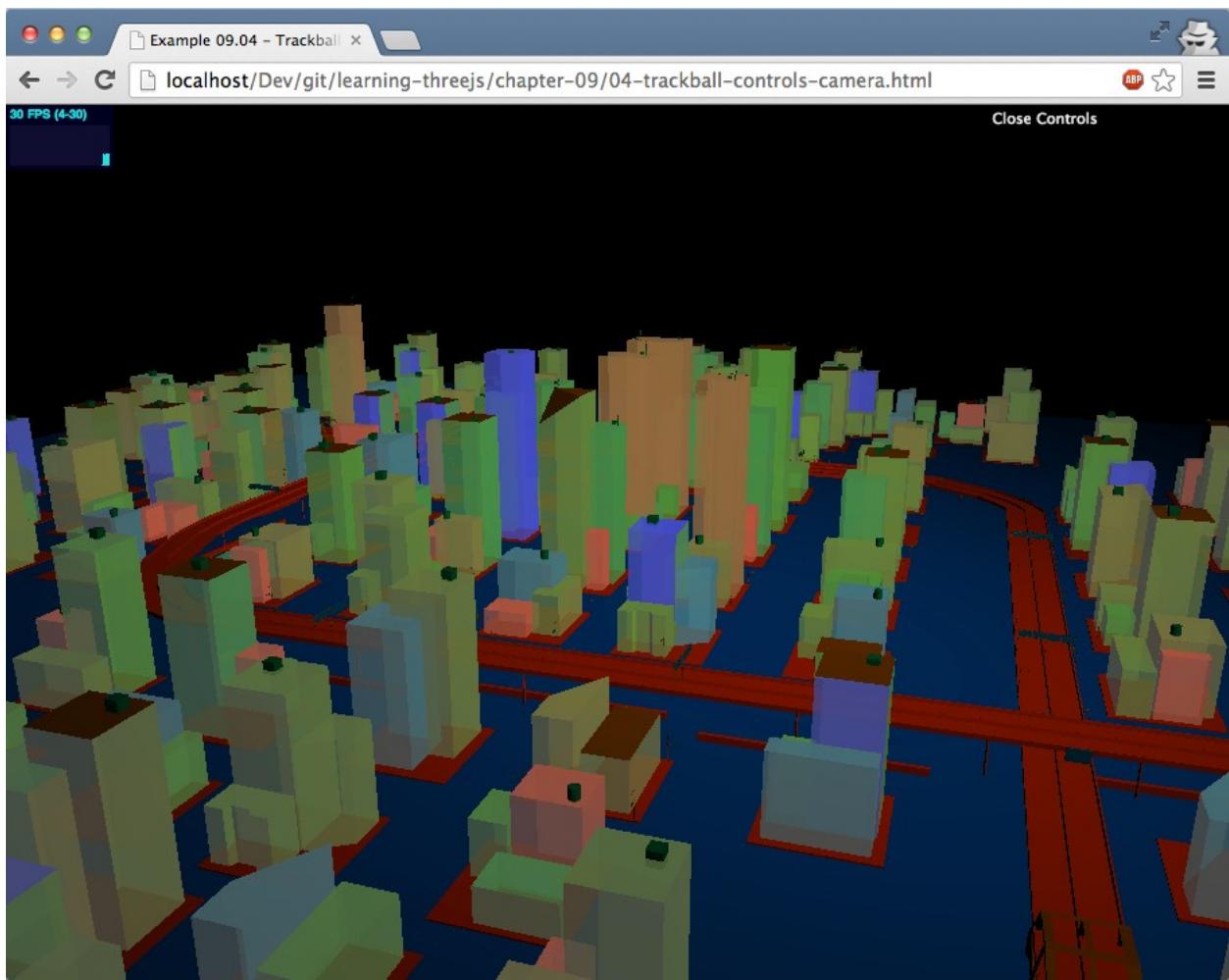


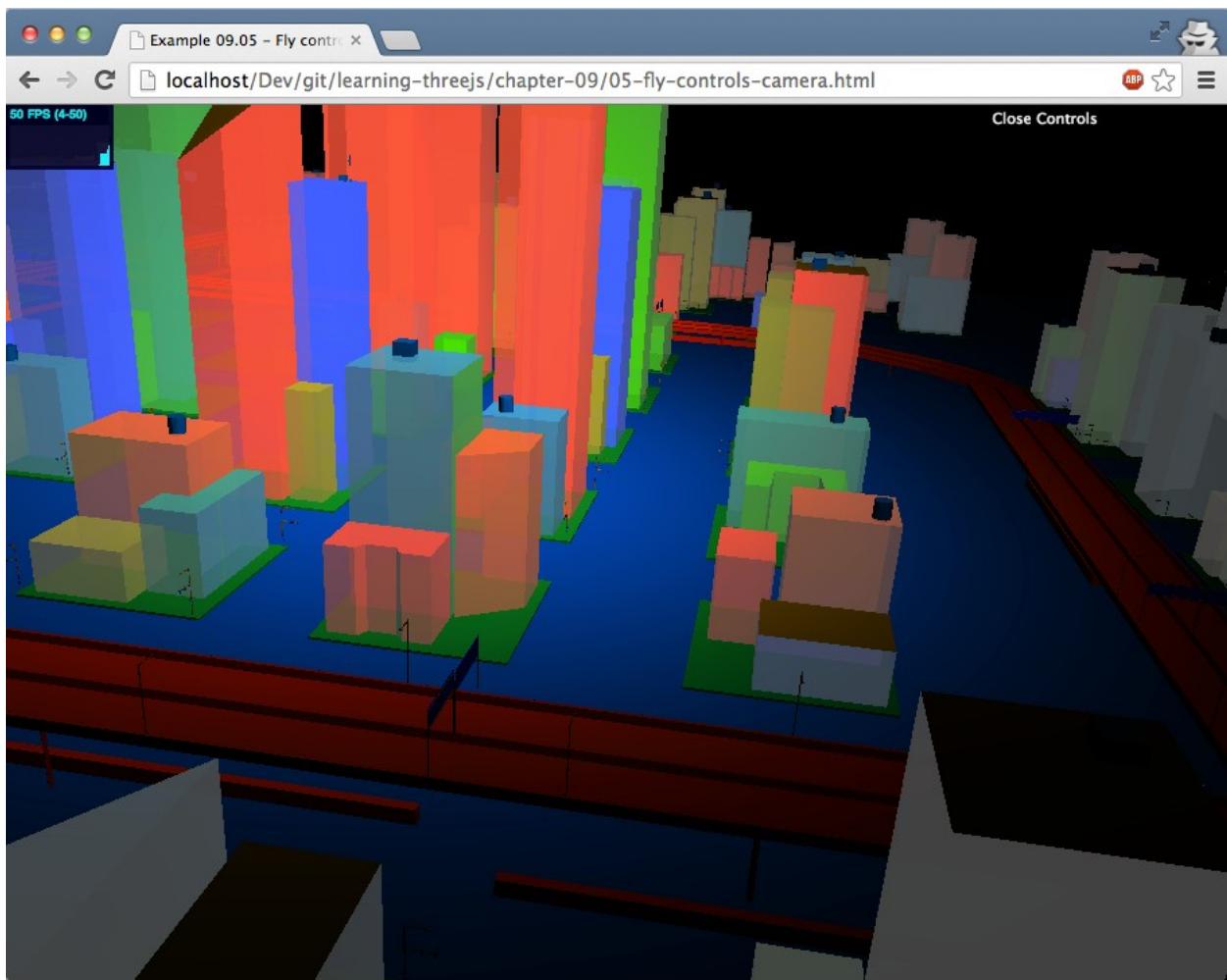
Chapter 9: Animations and Moving the Camera

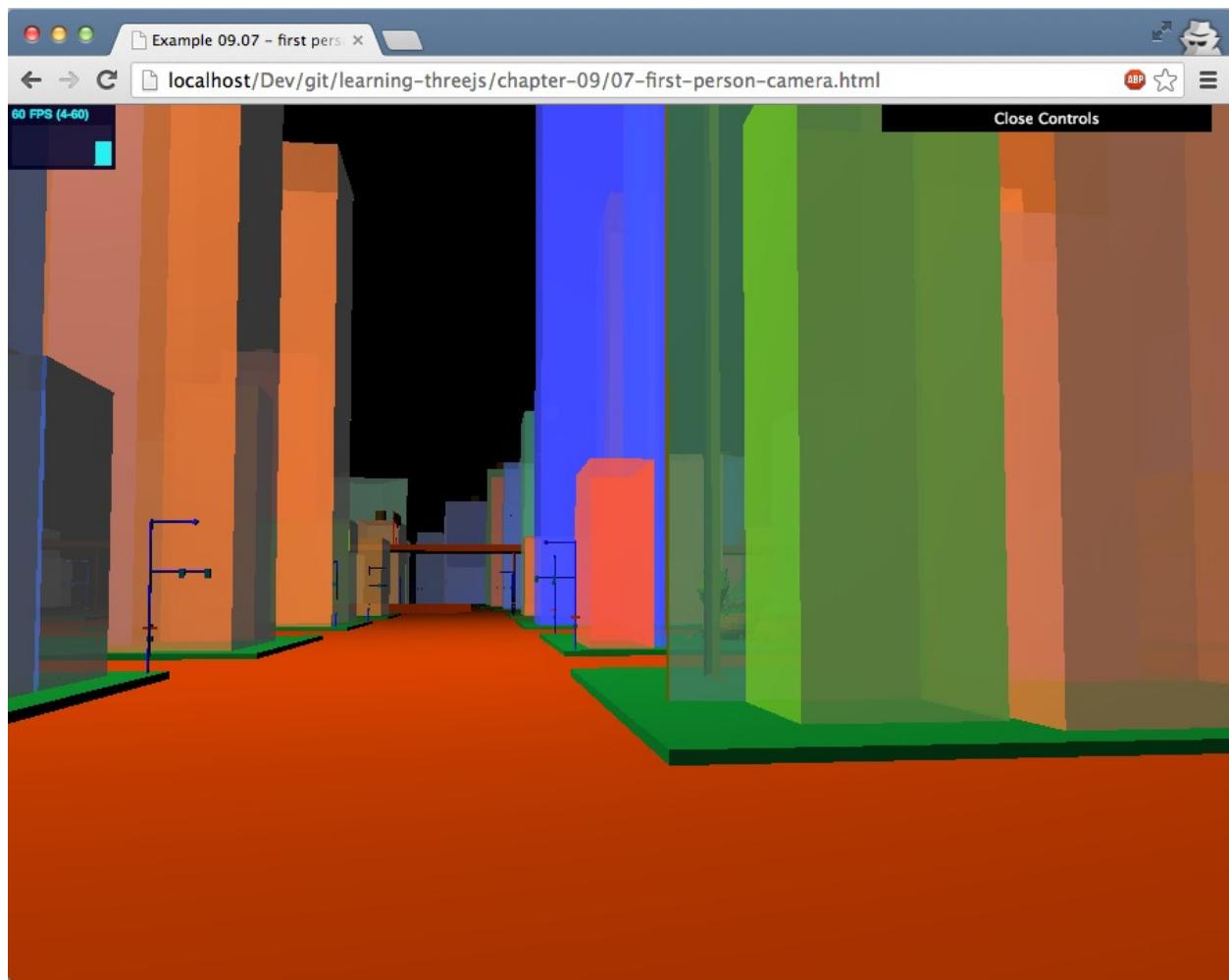


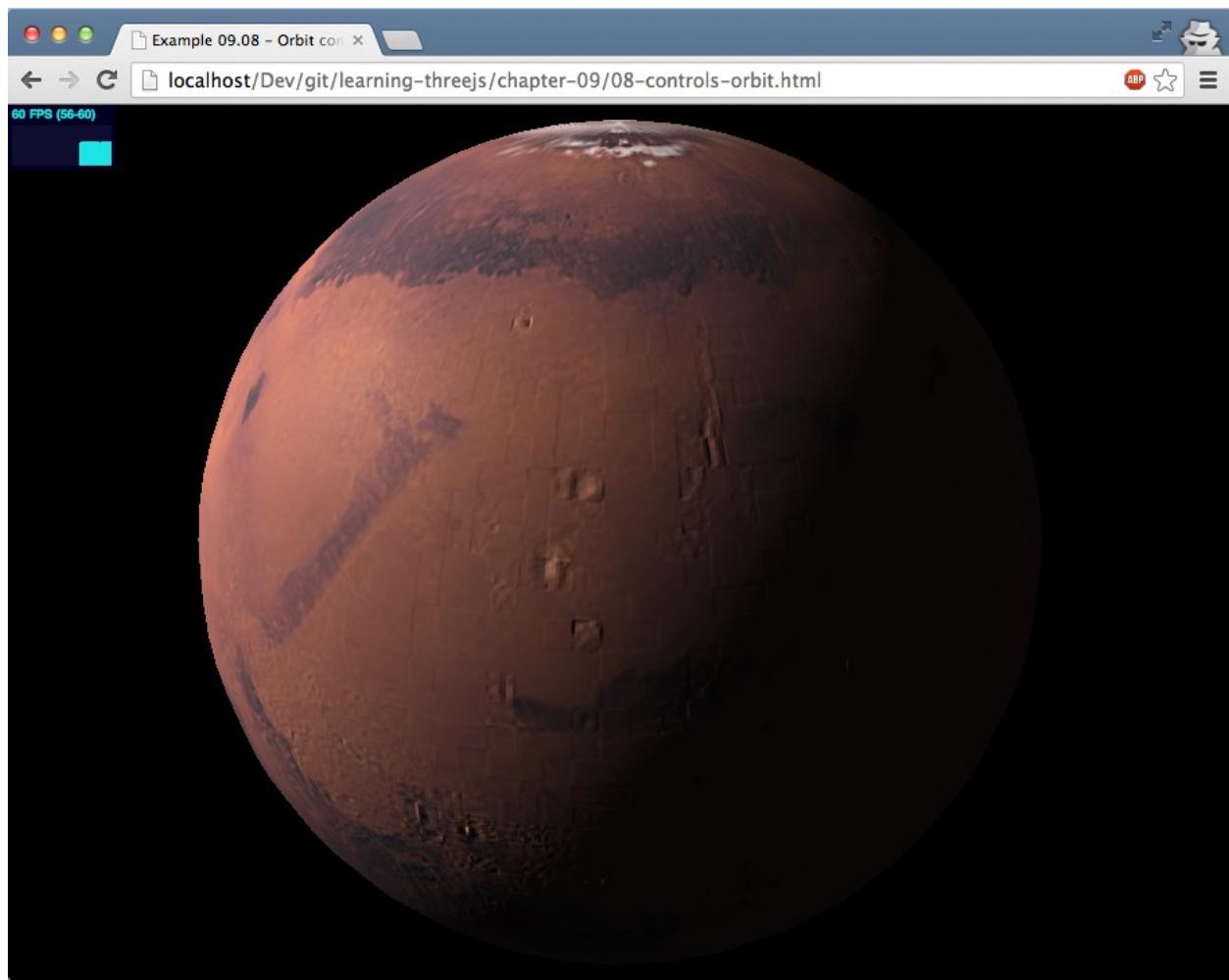


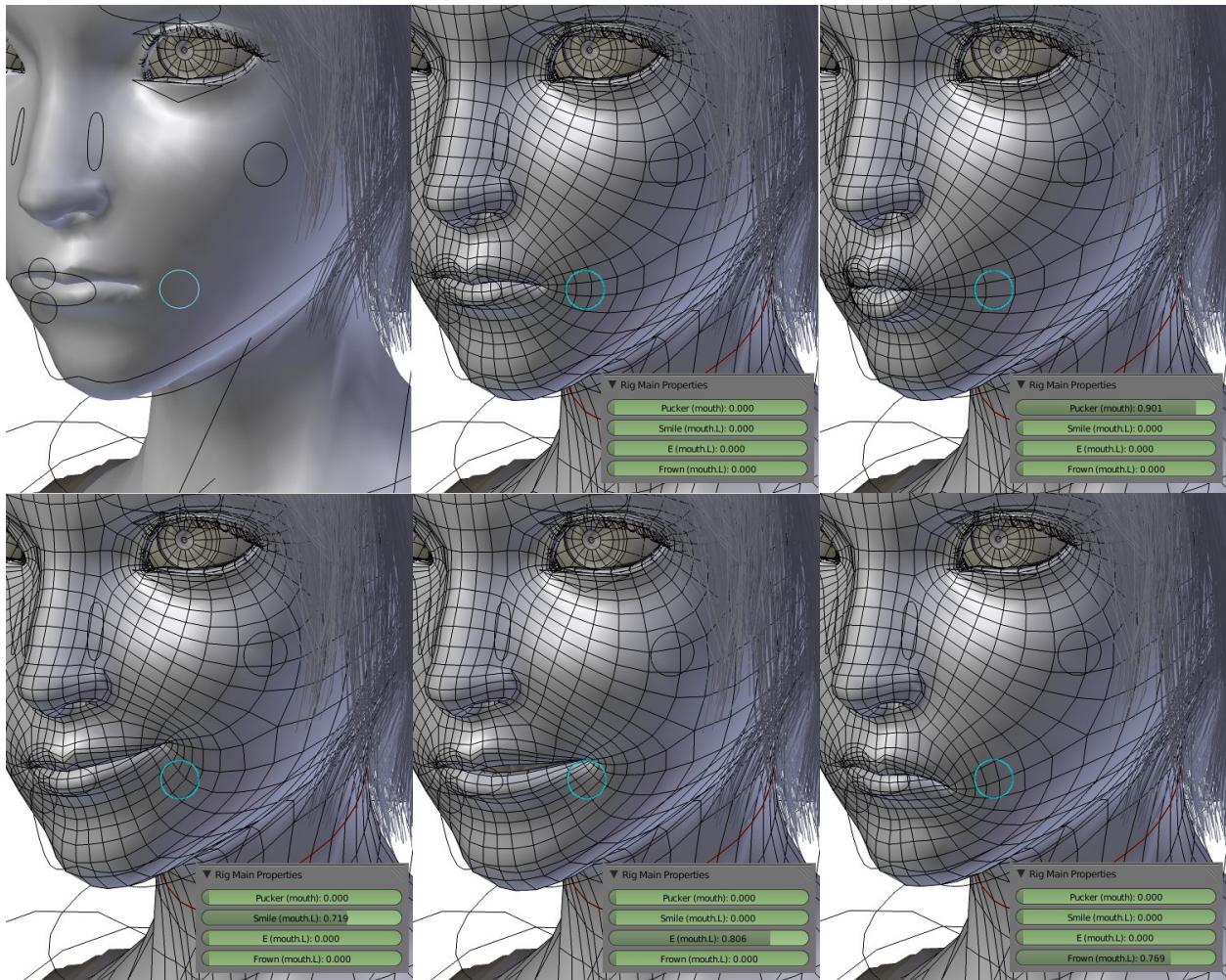


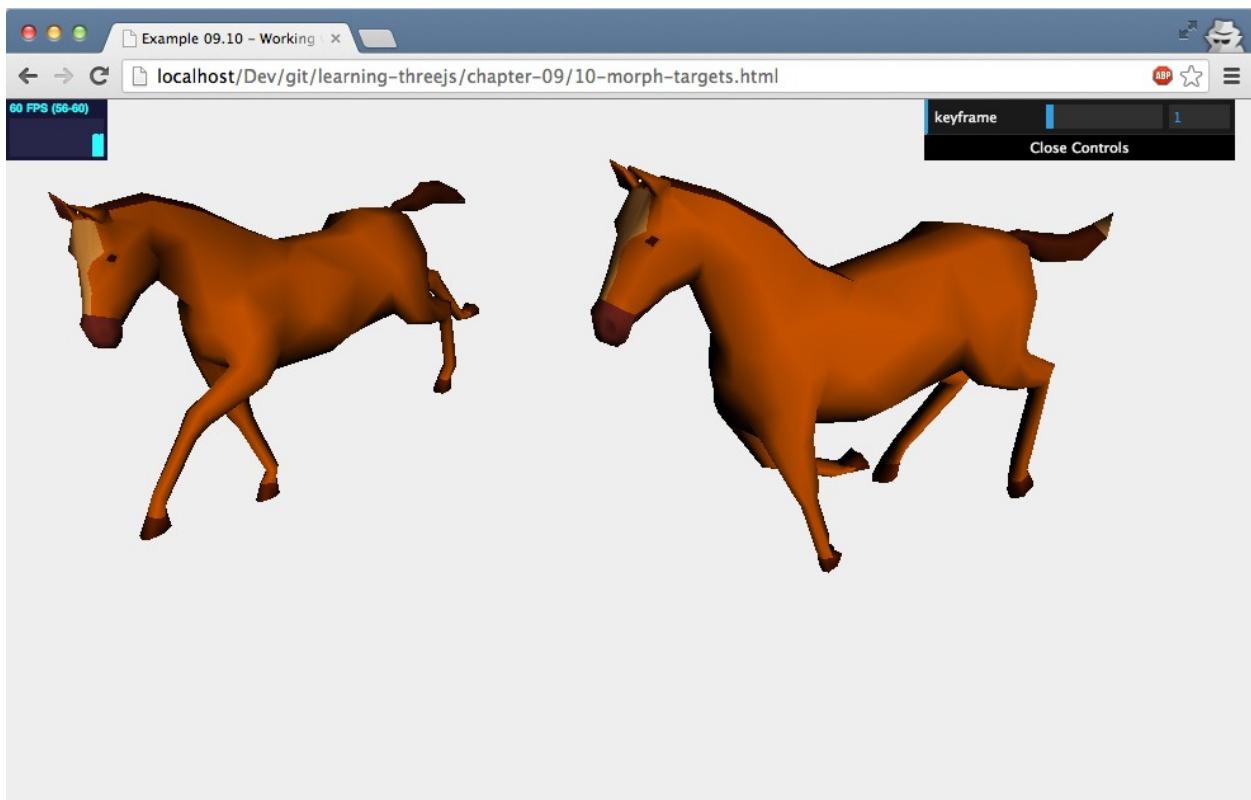
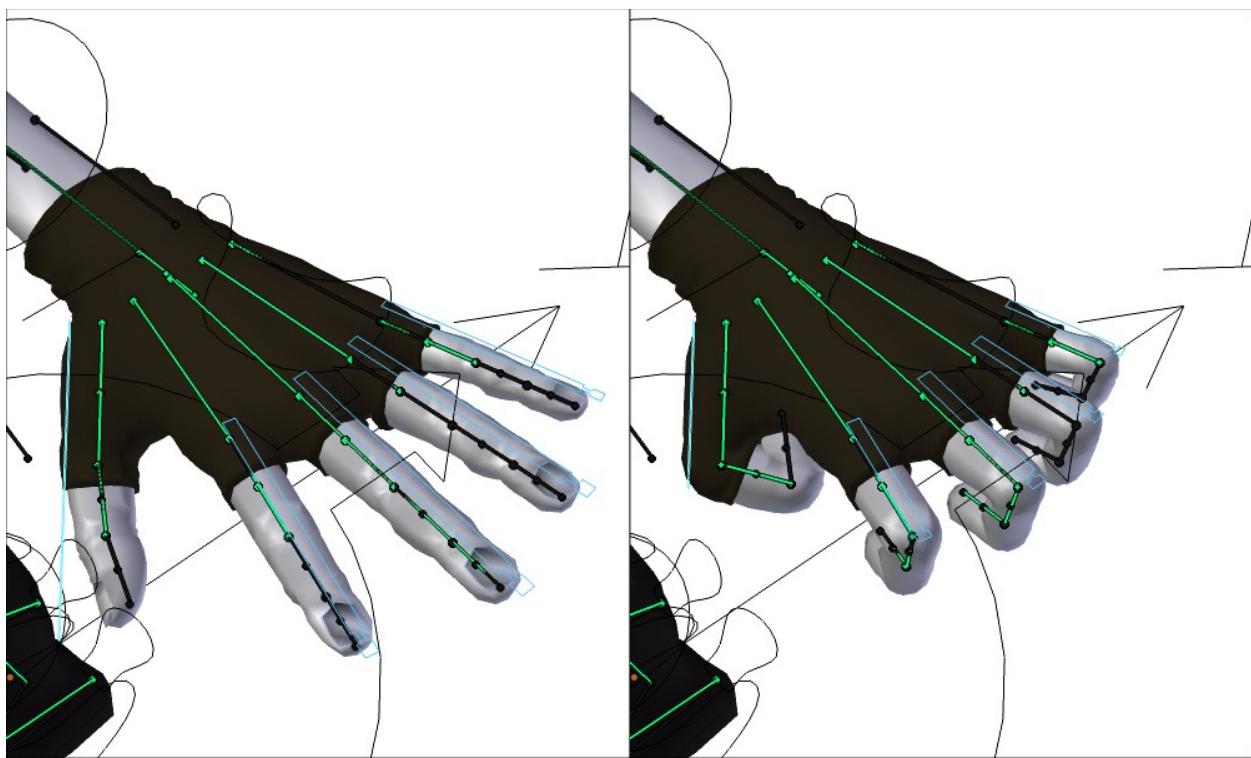


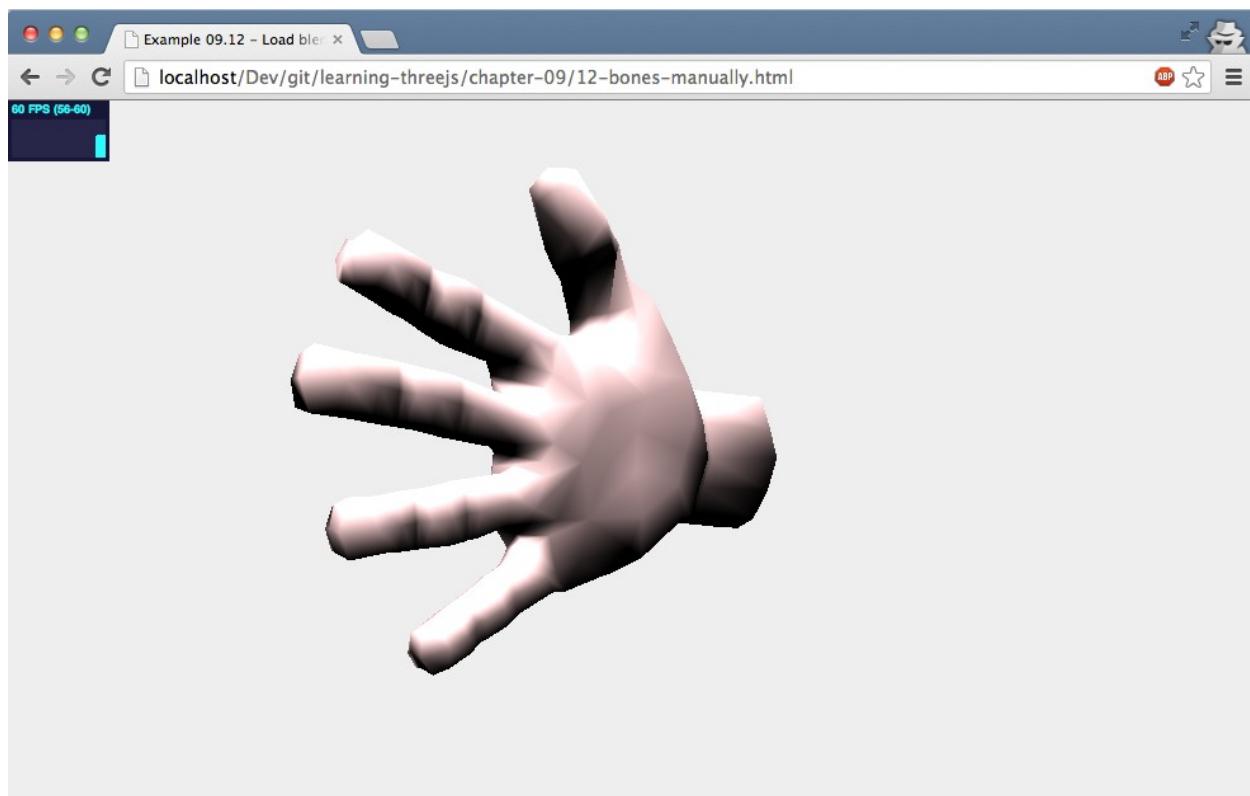
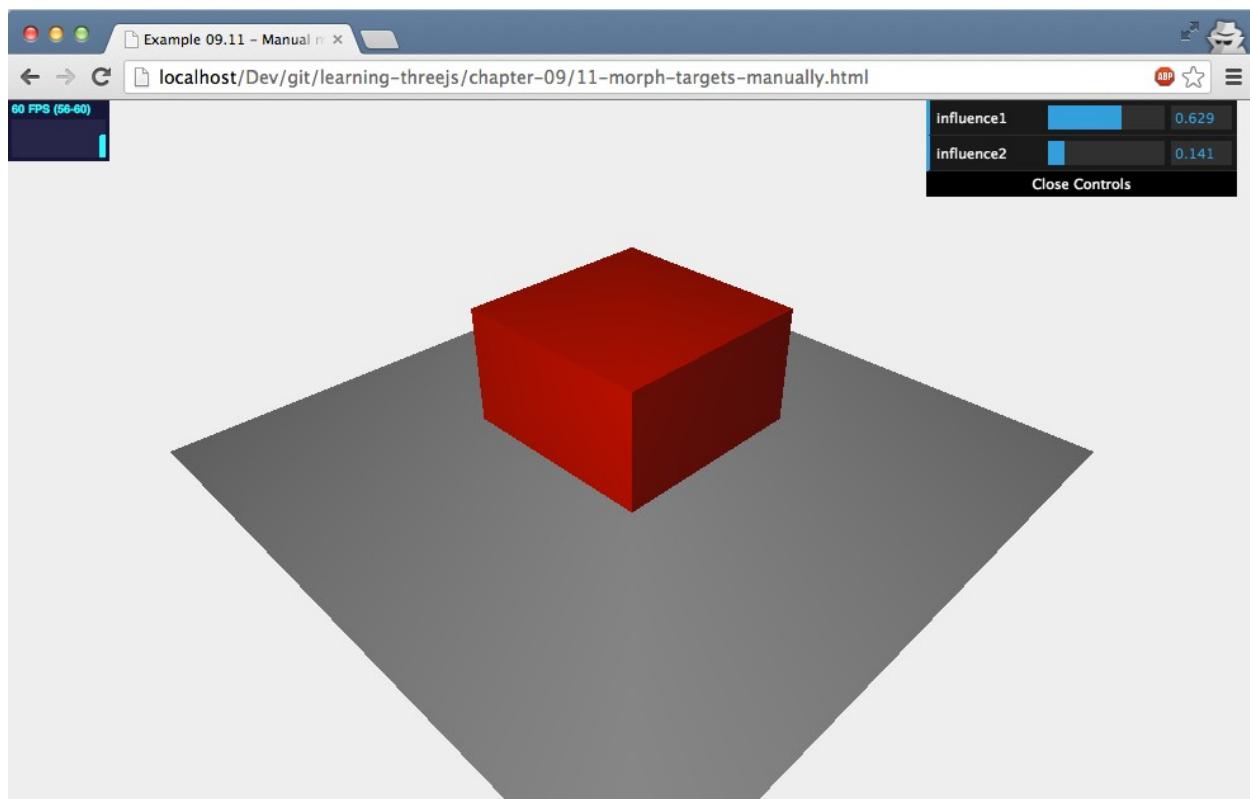


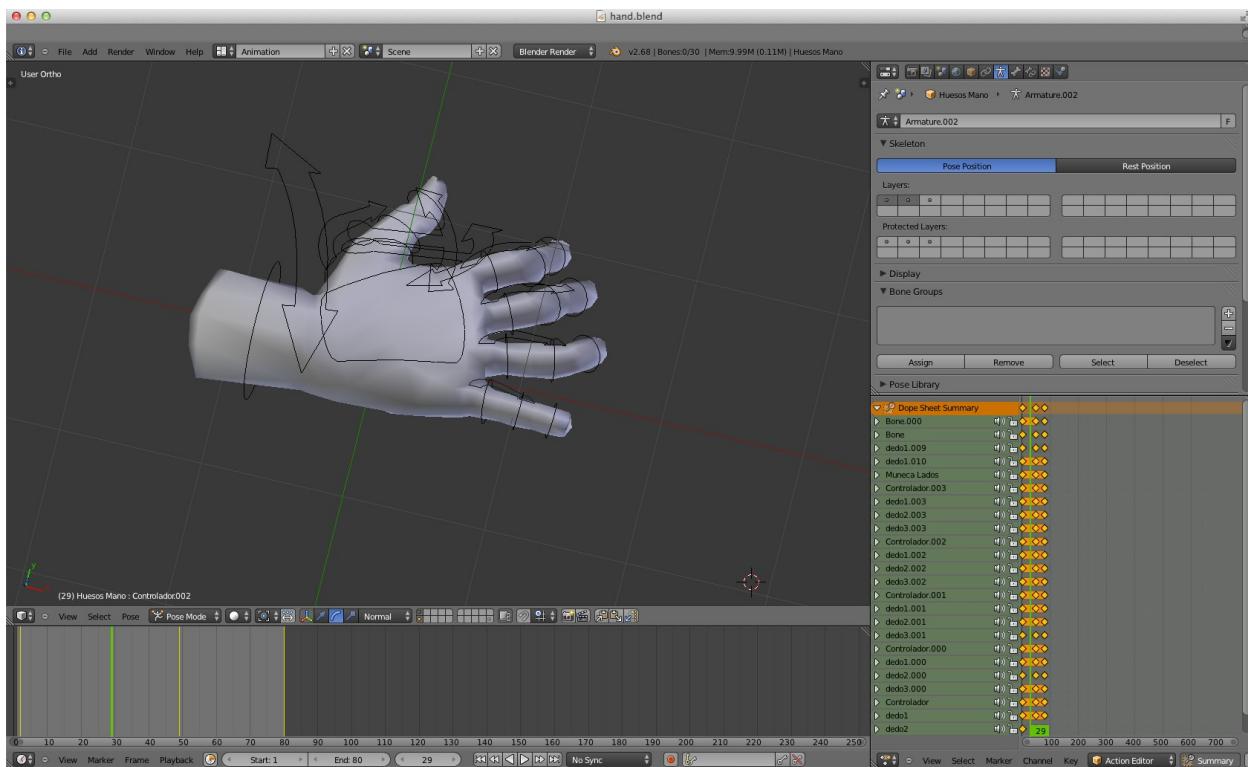




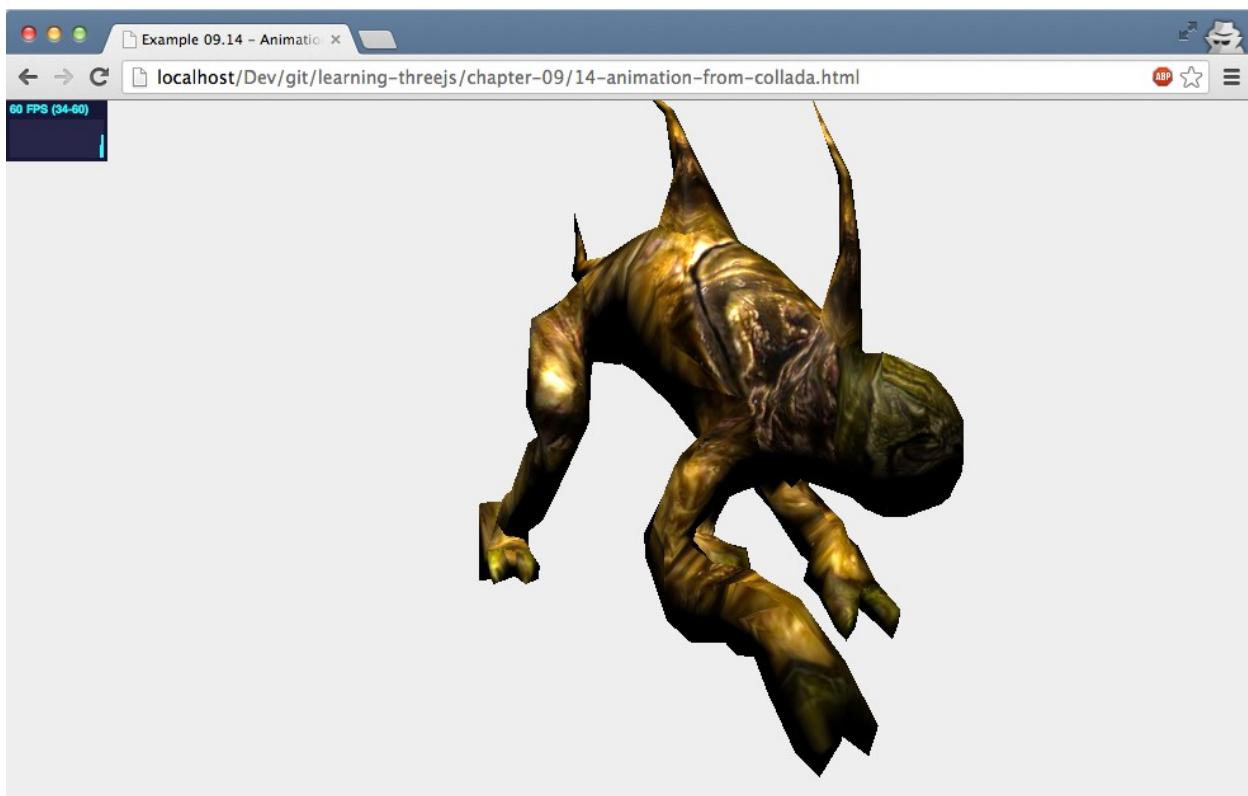
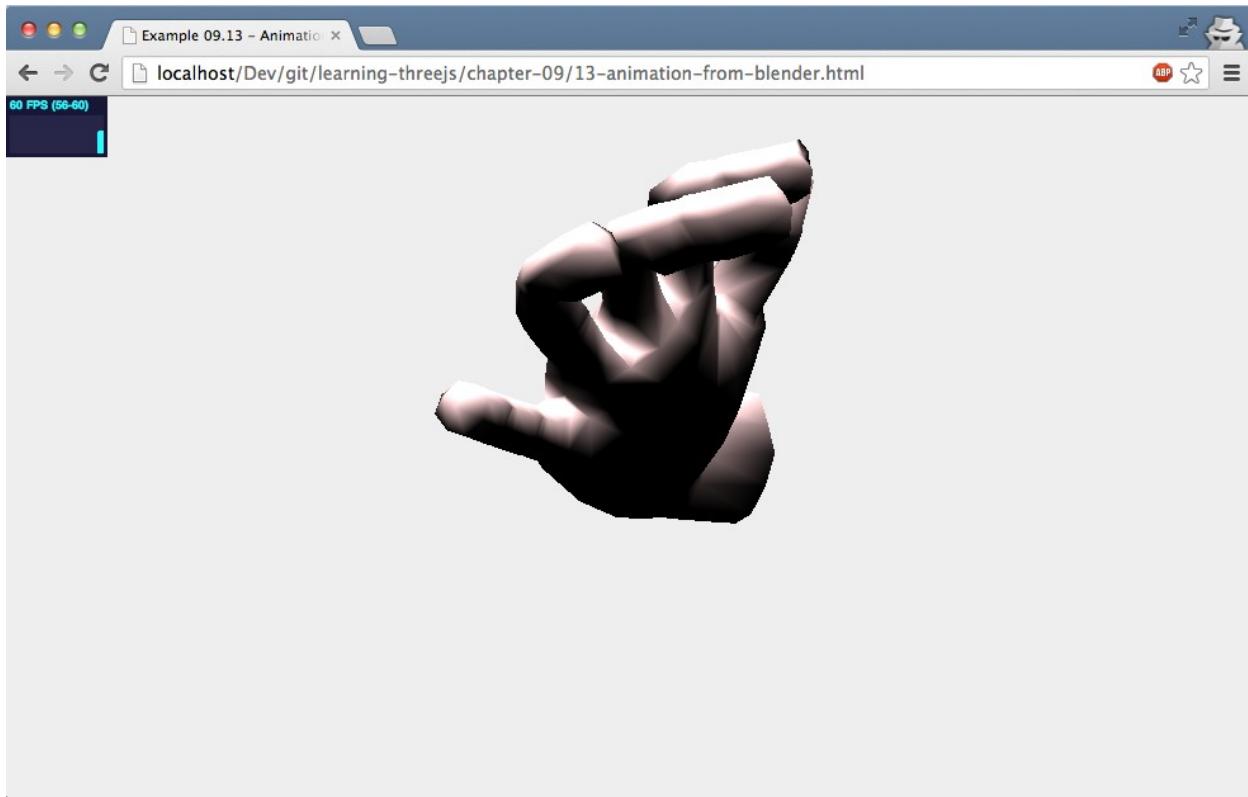


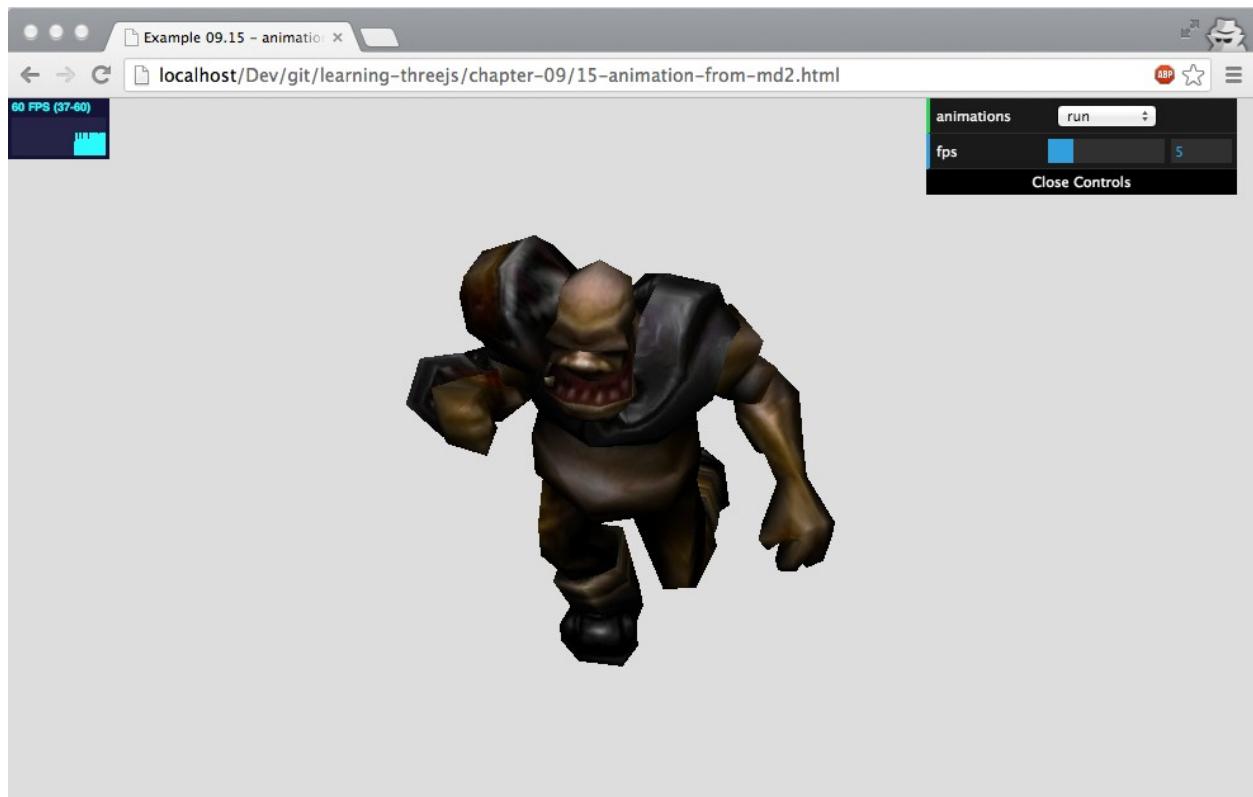






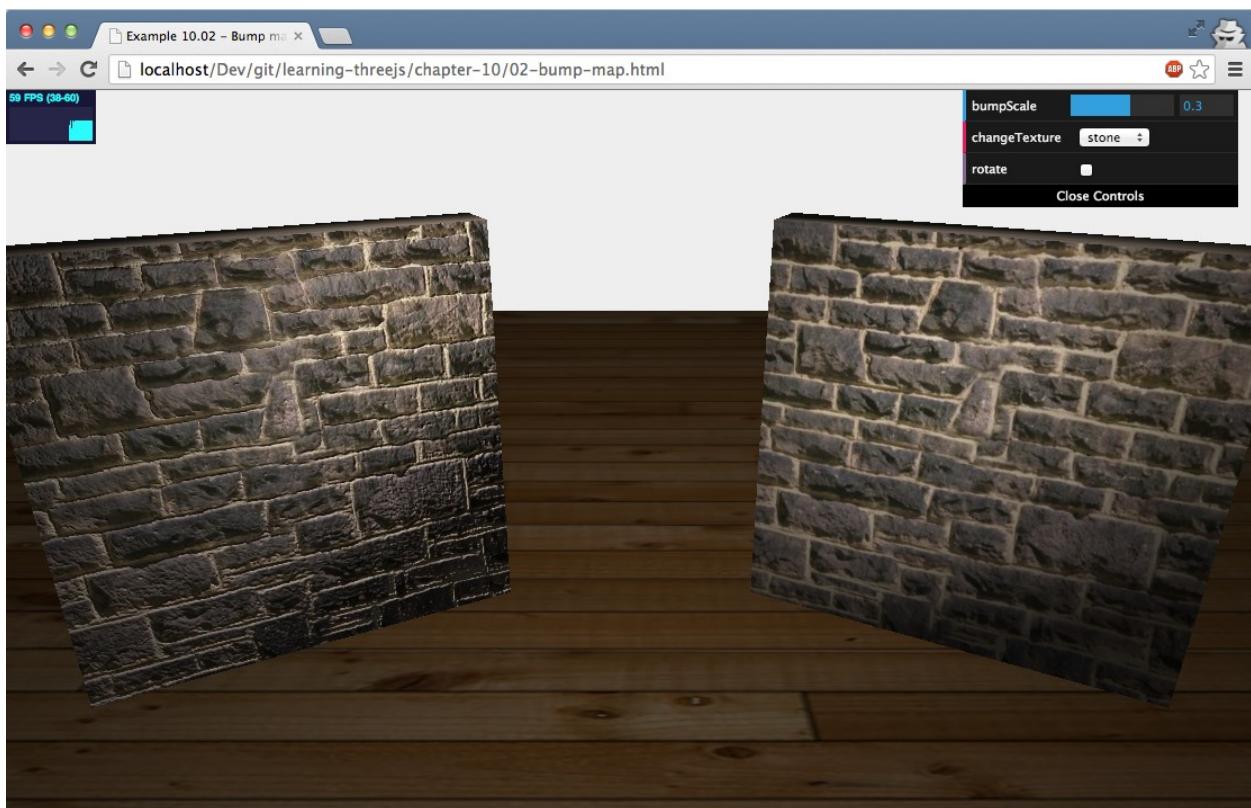
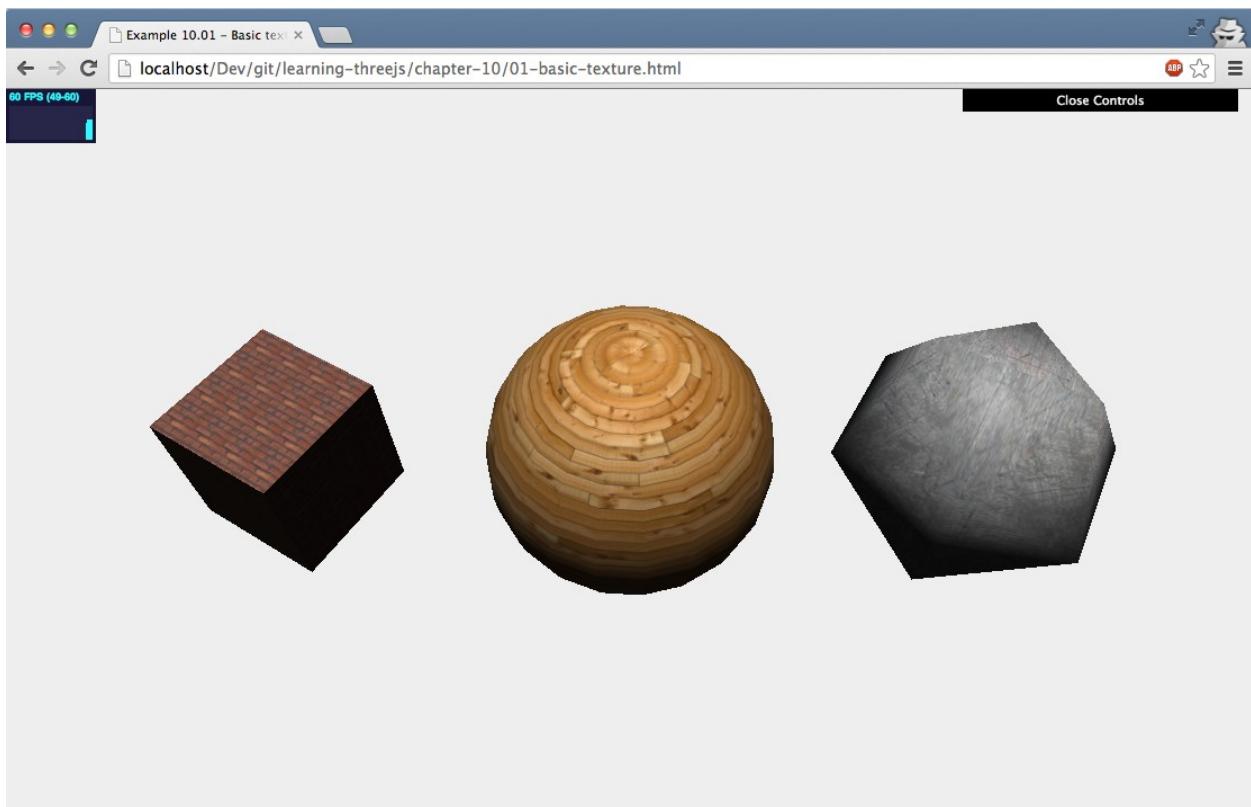


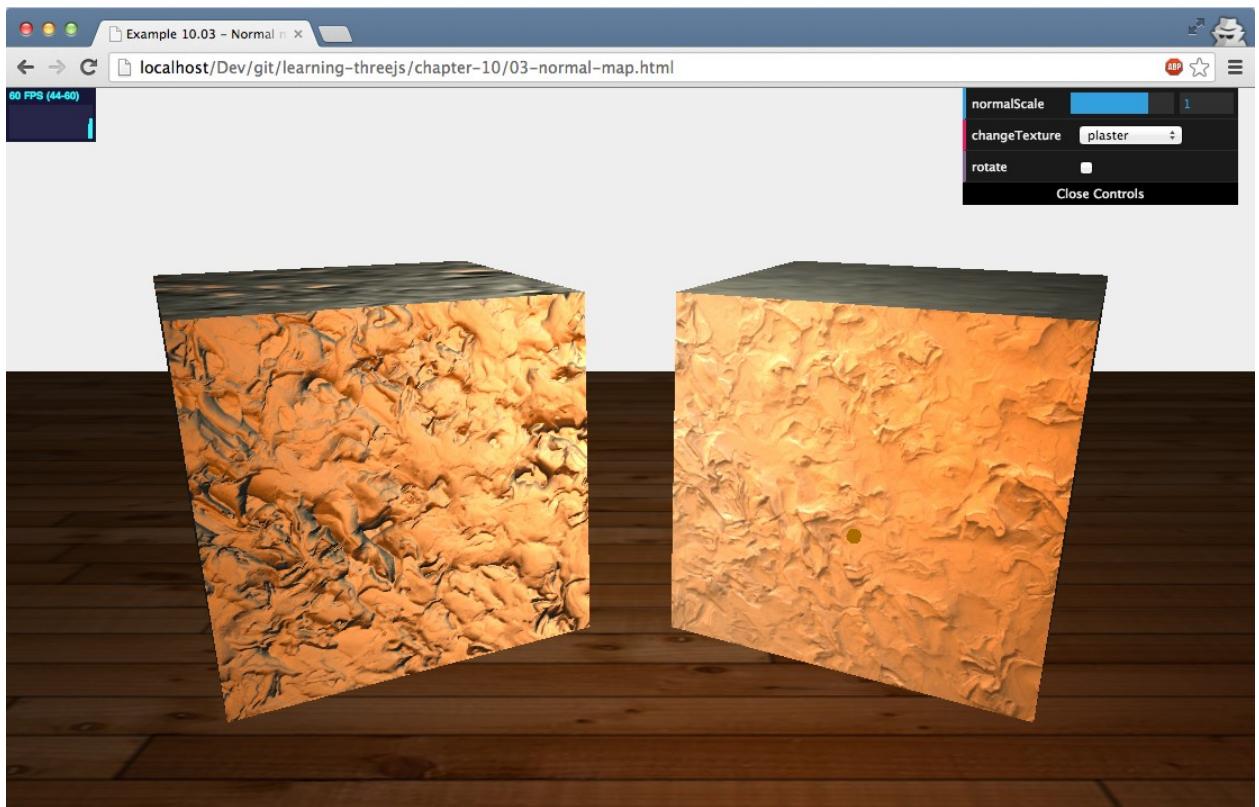


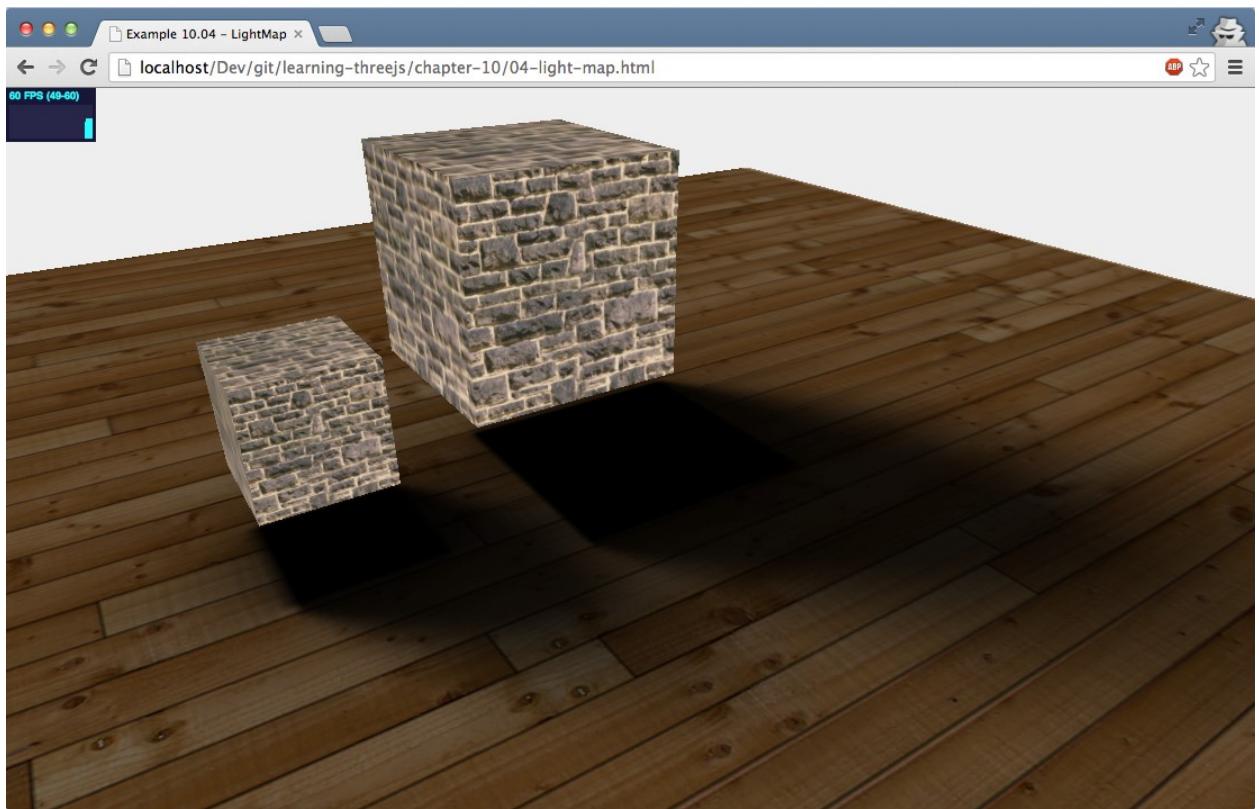
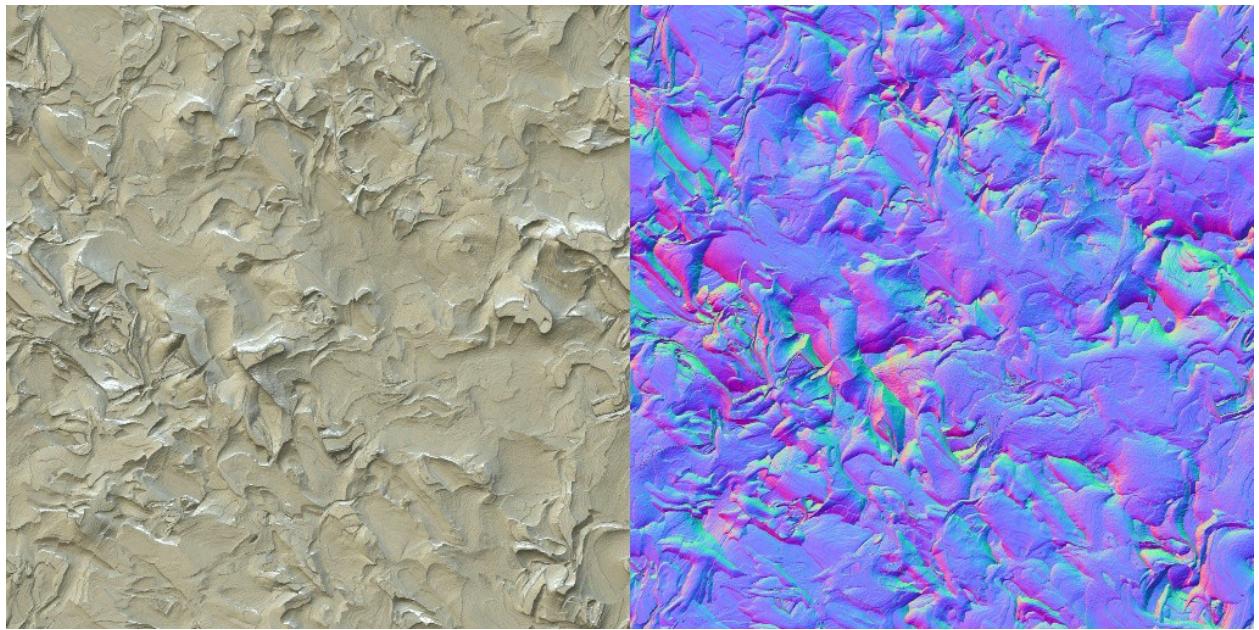


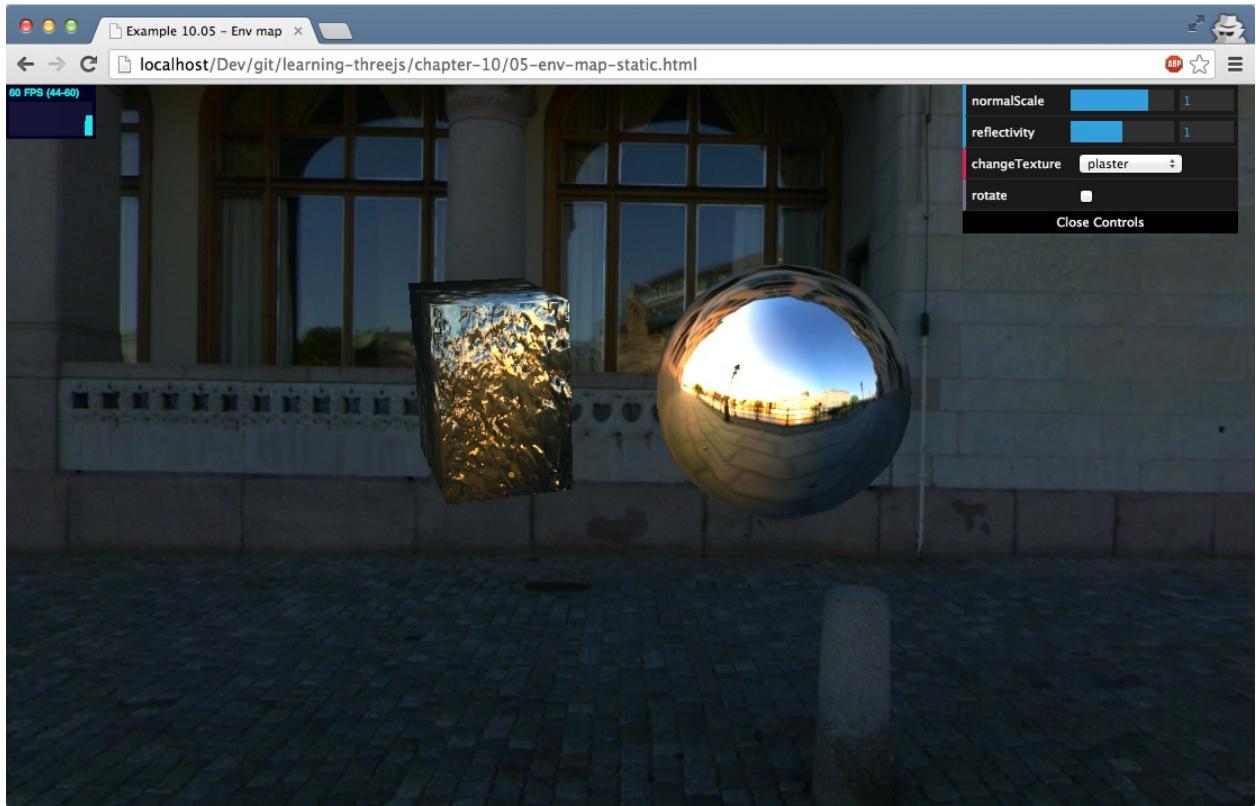
Chapter 10: Loading and Working with Textures

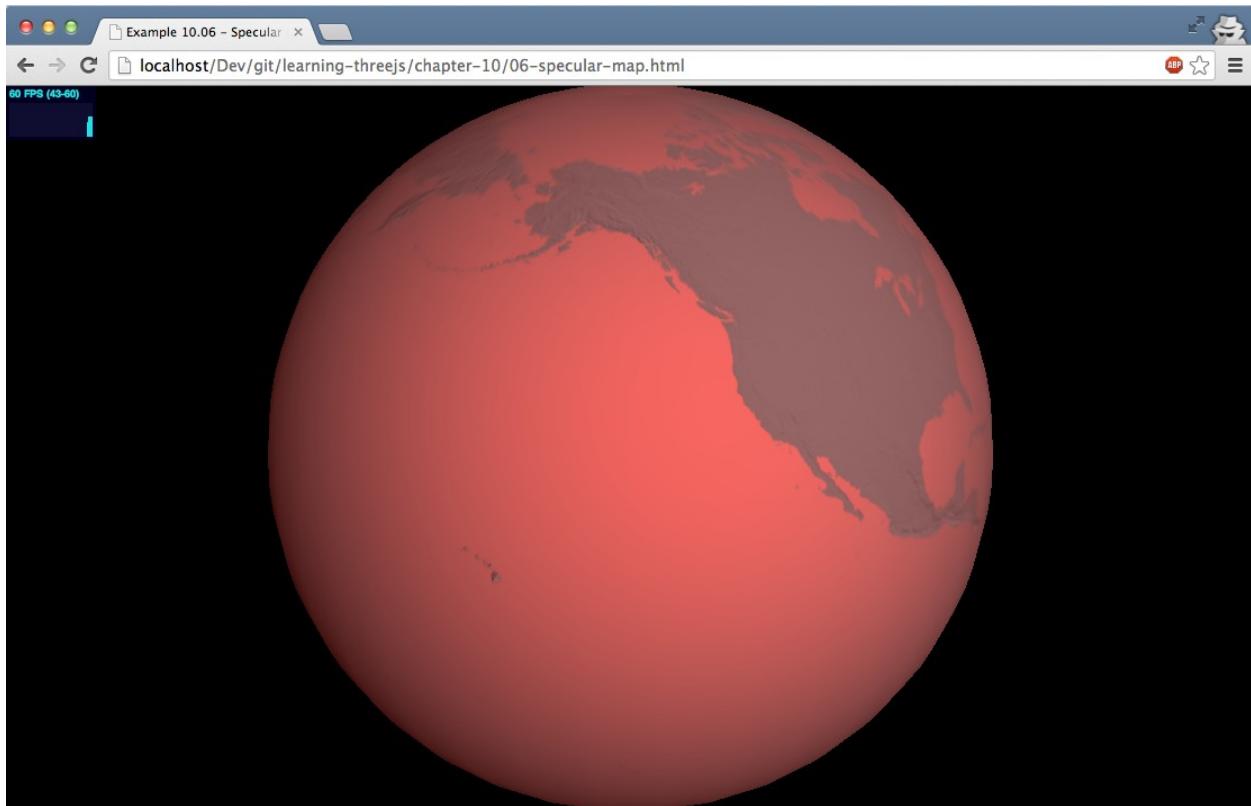
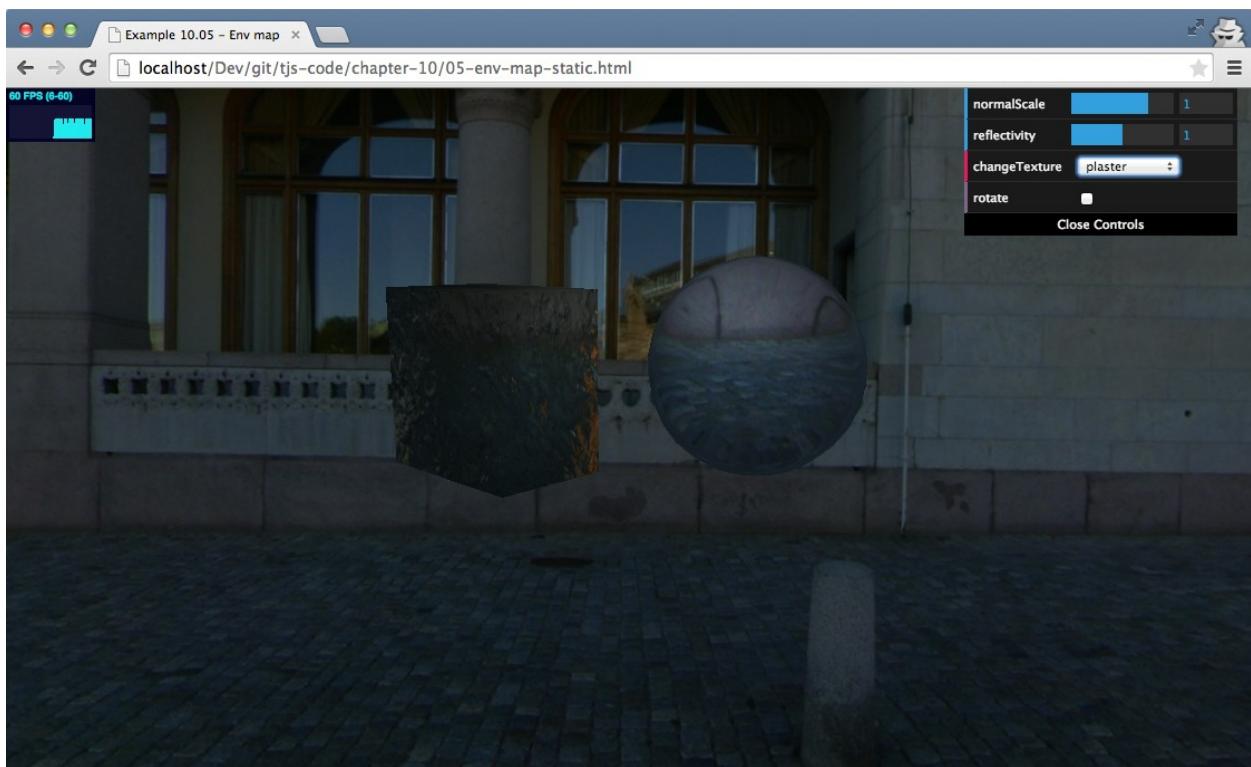


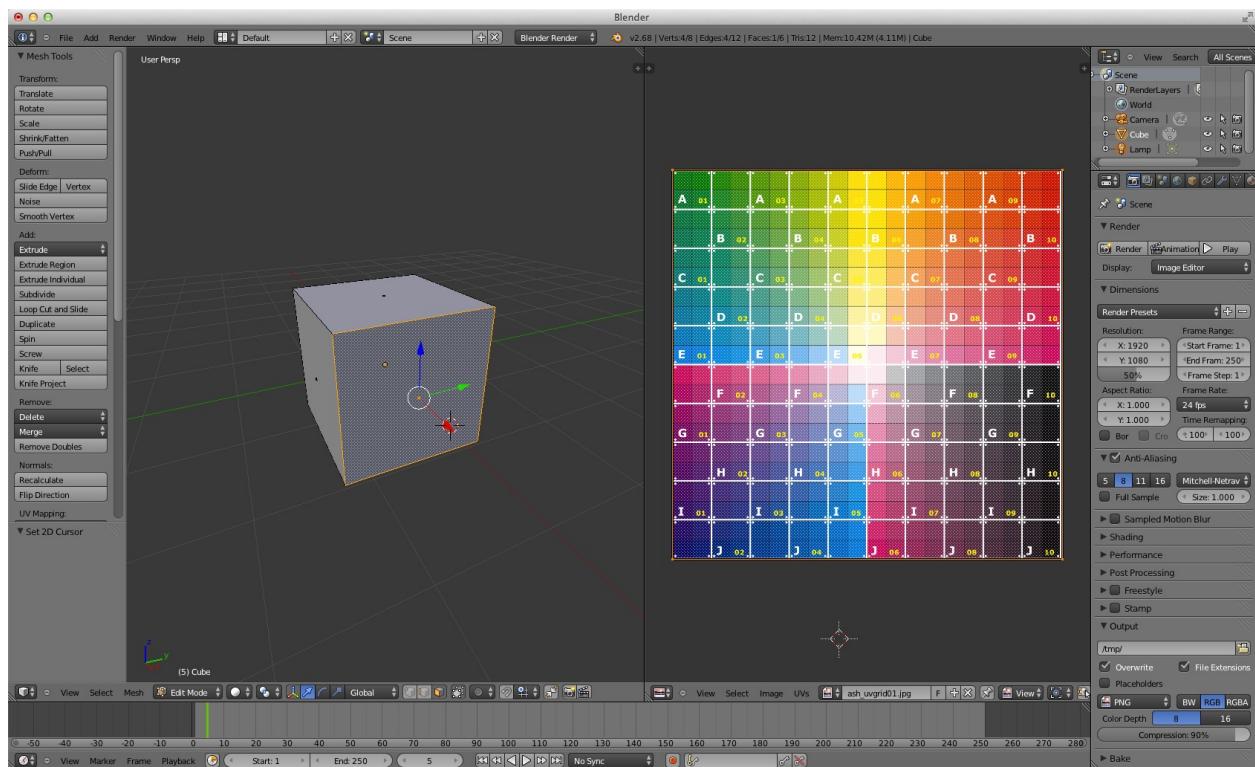
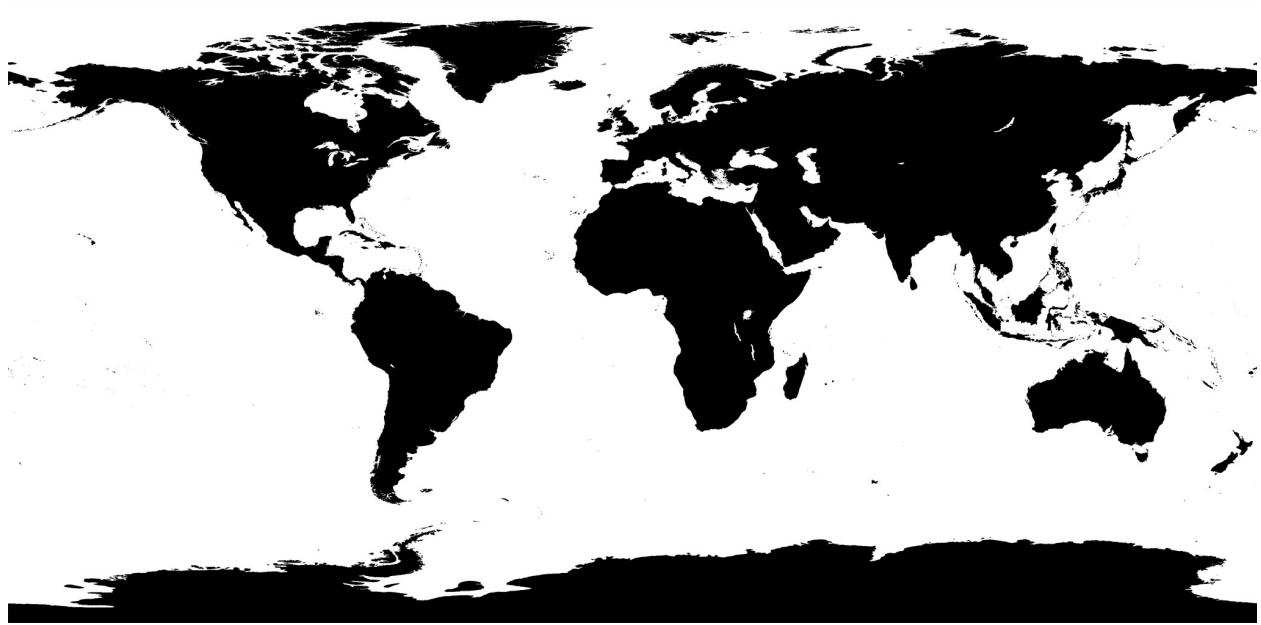


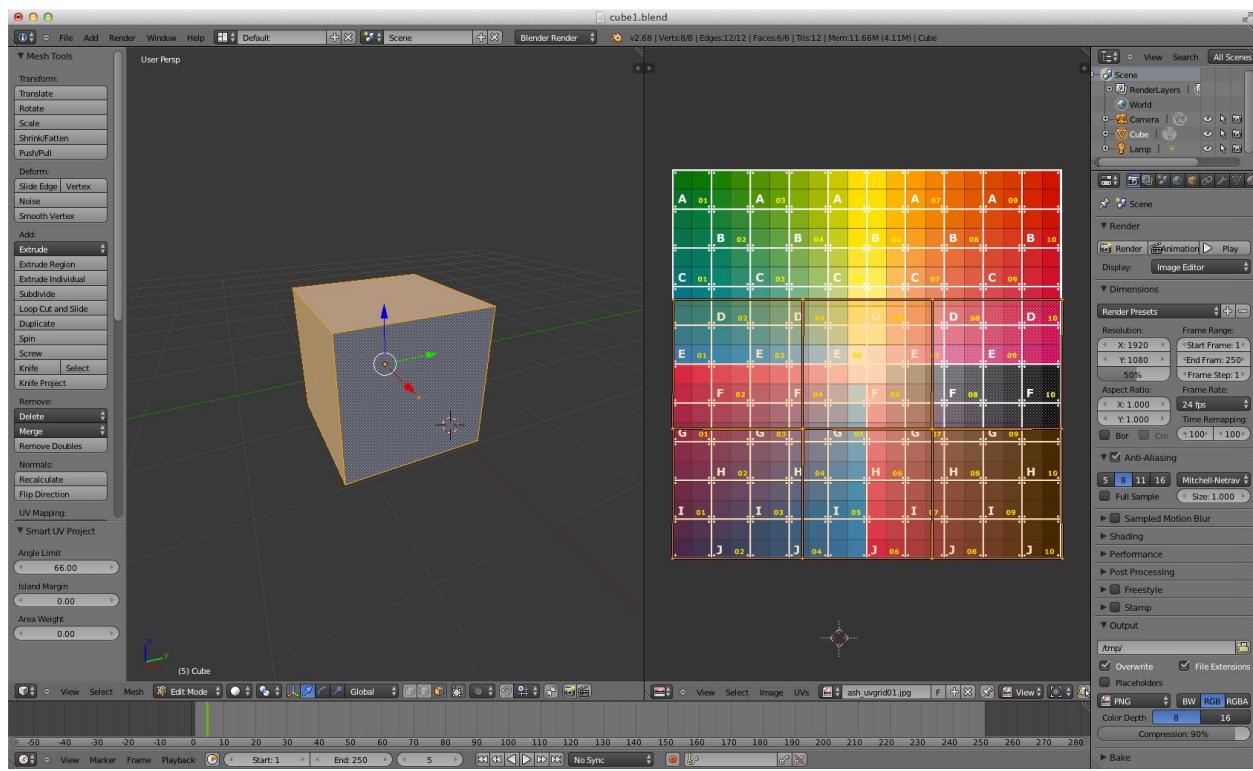
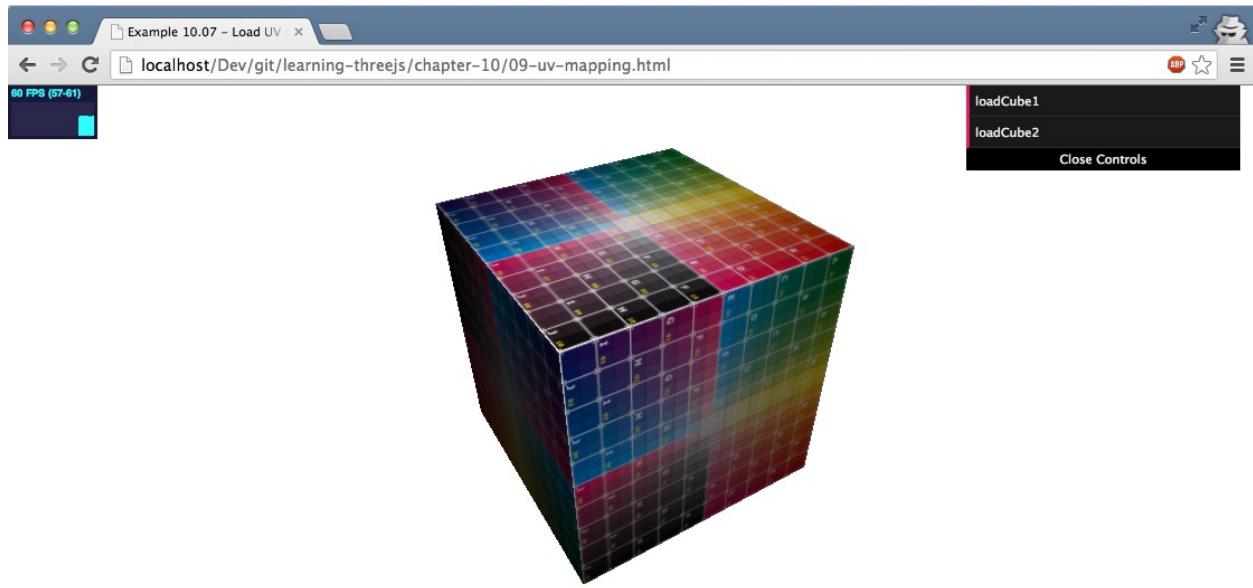


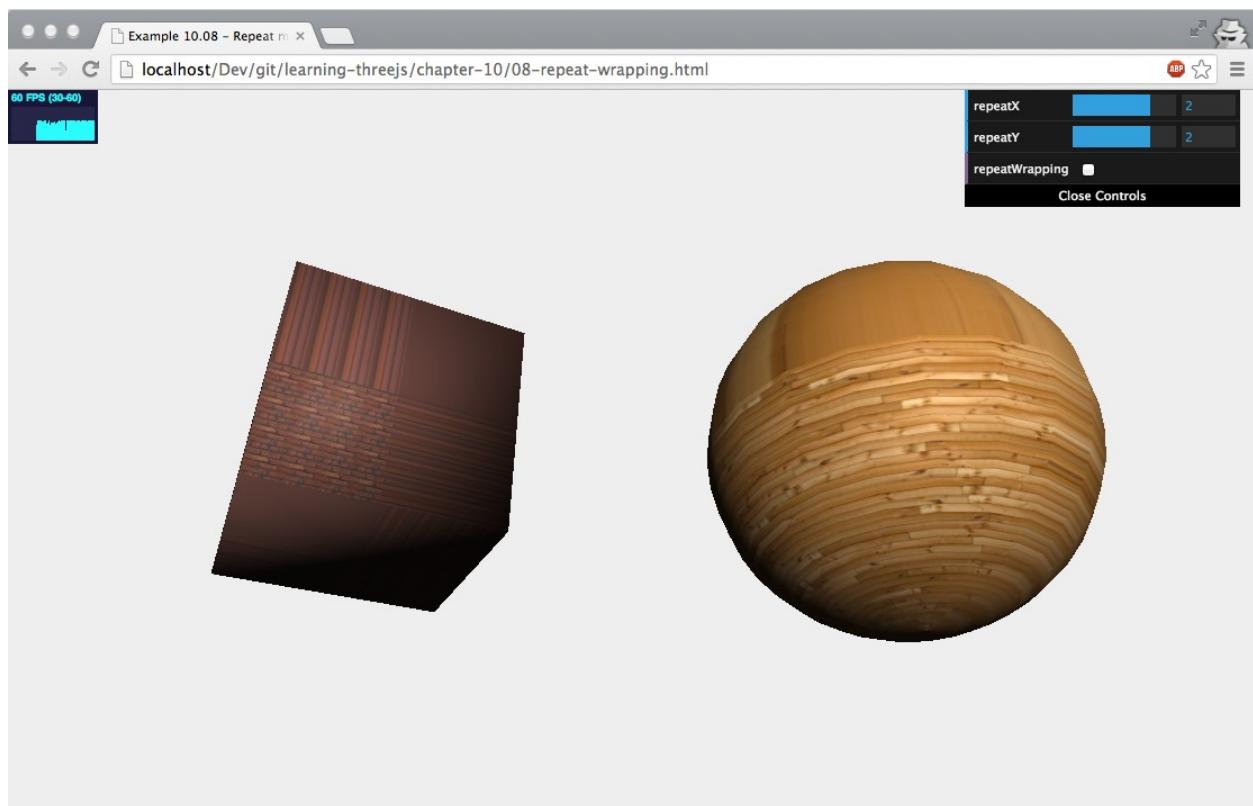
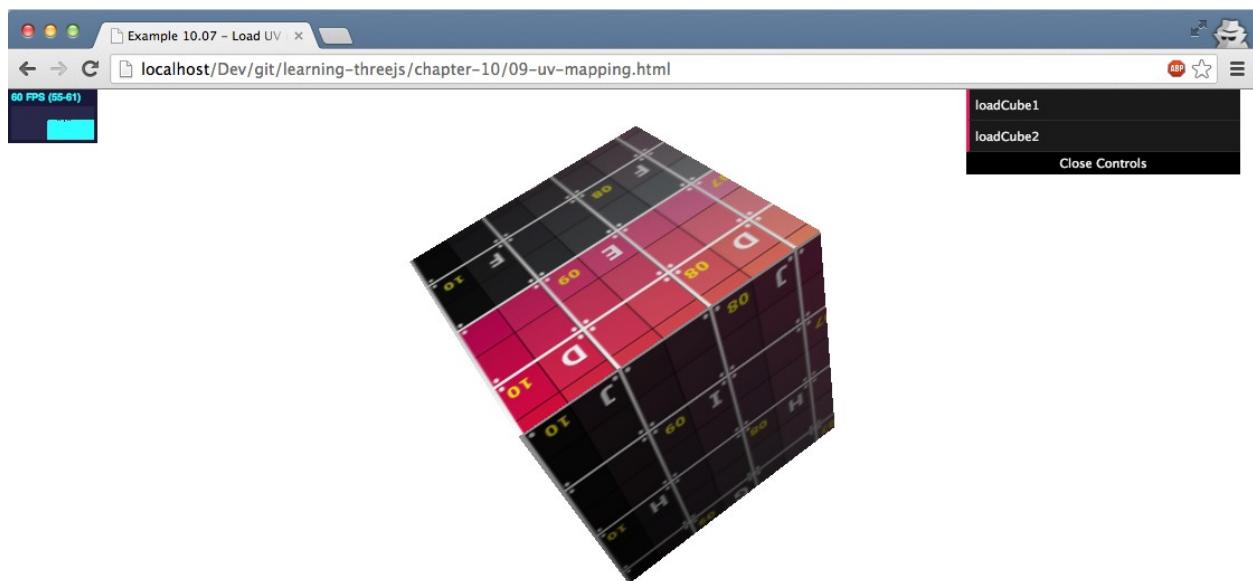


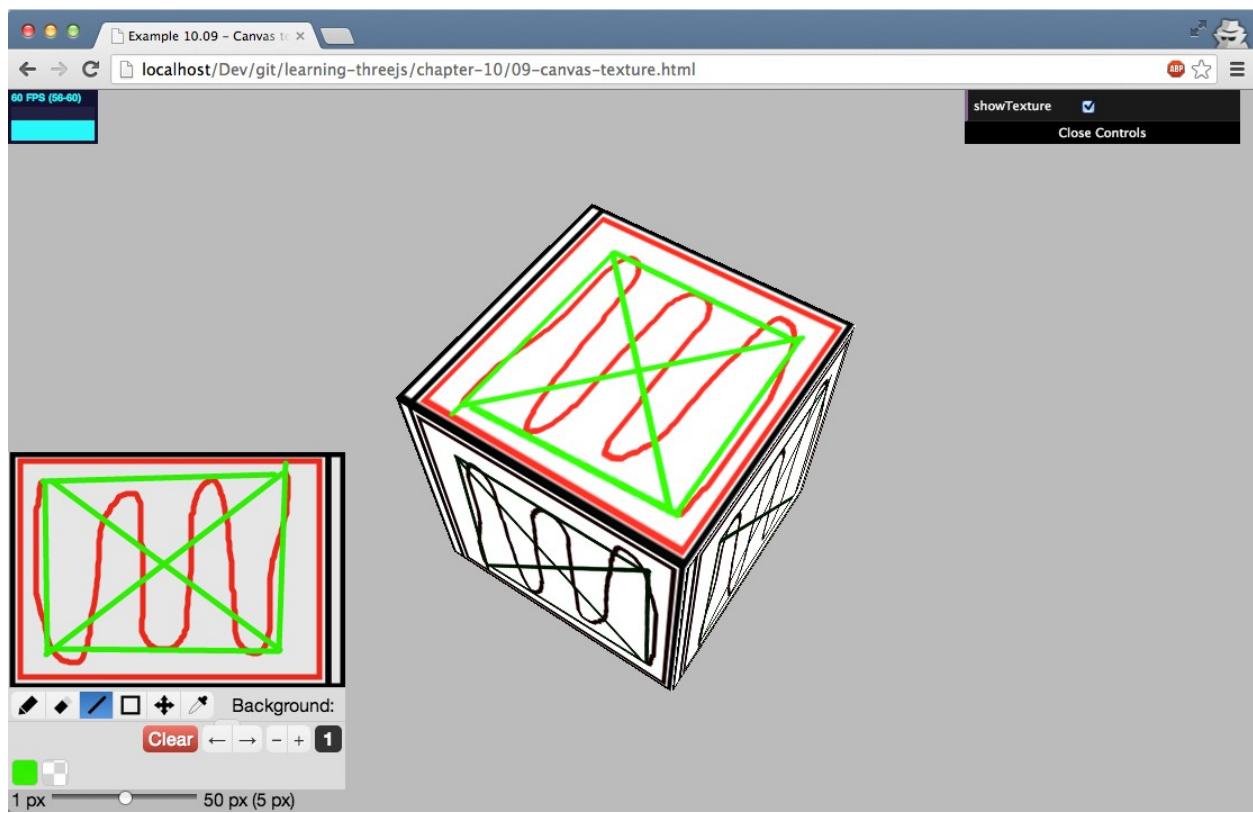
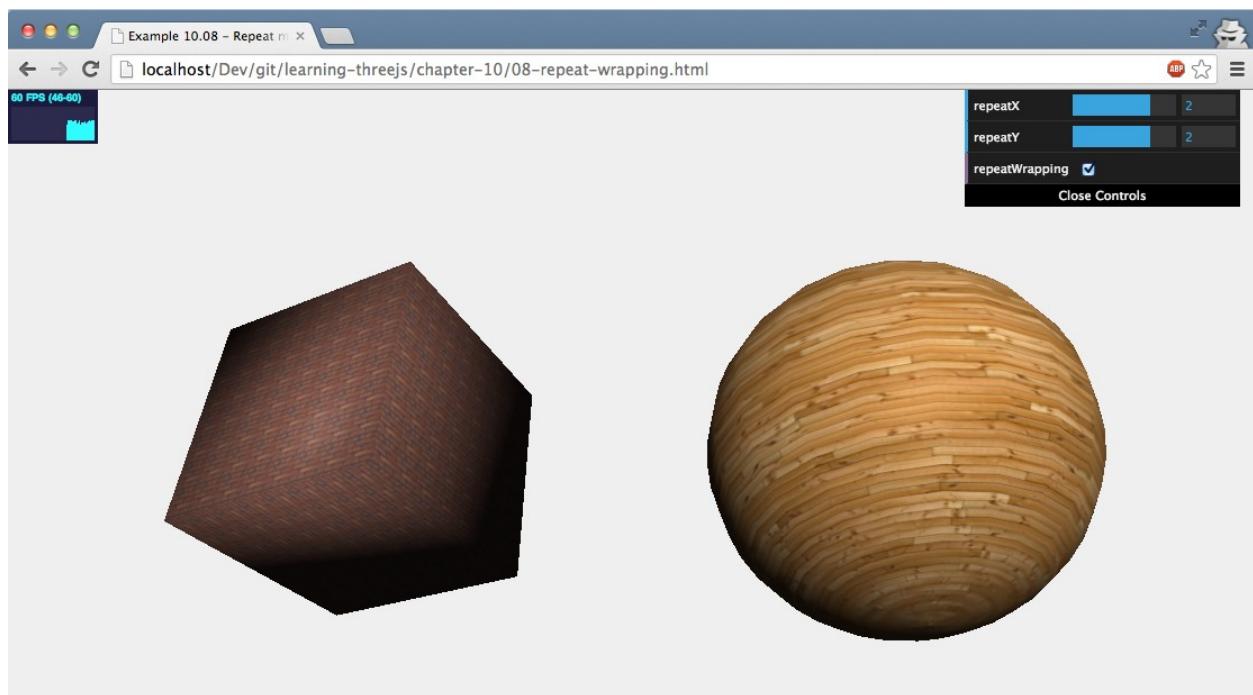


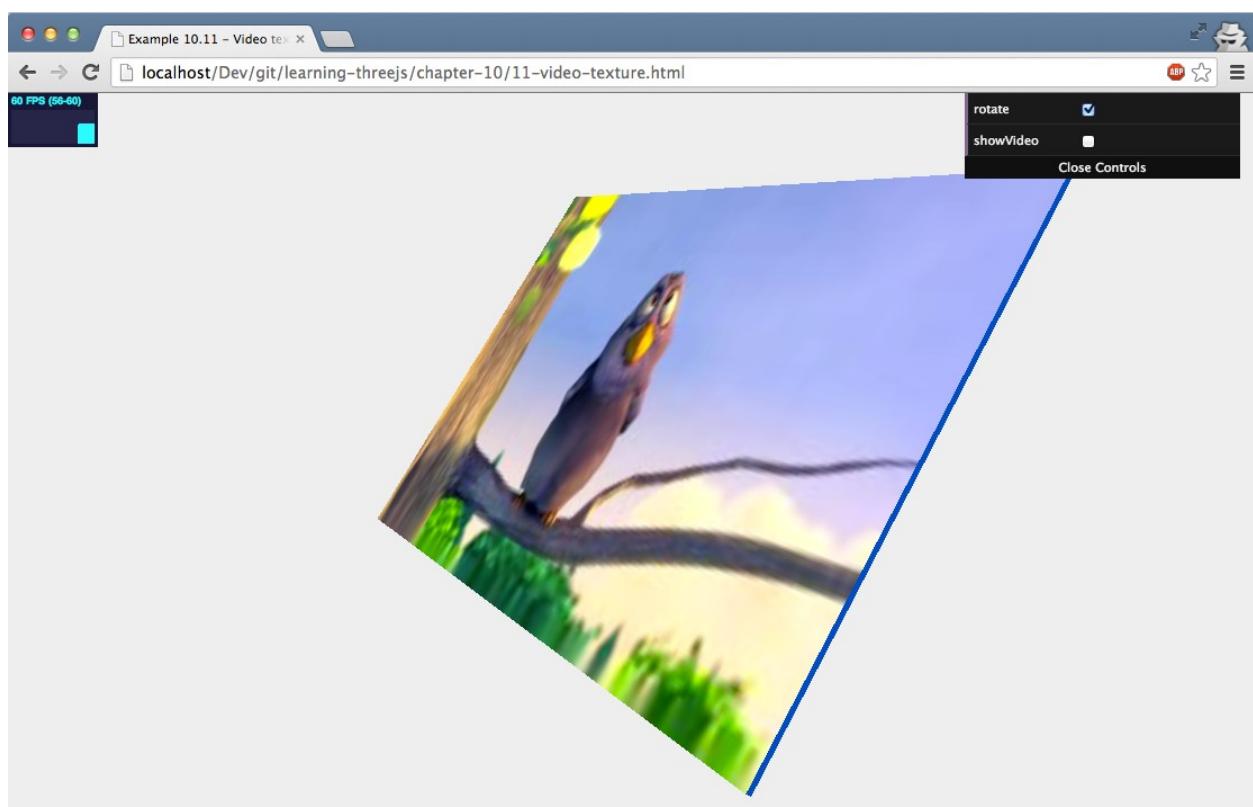
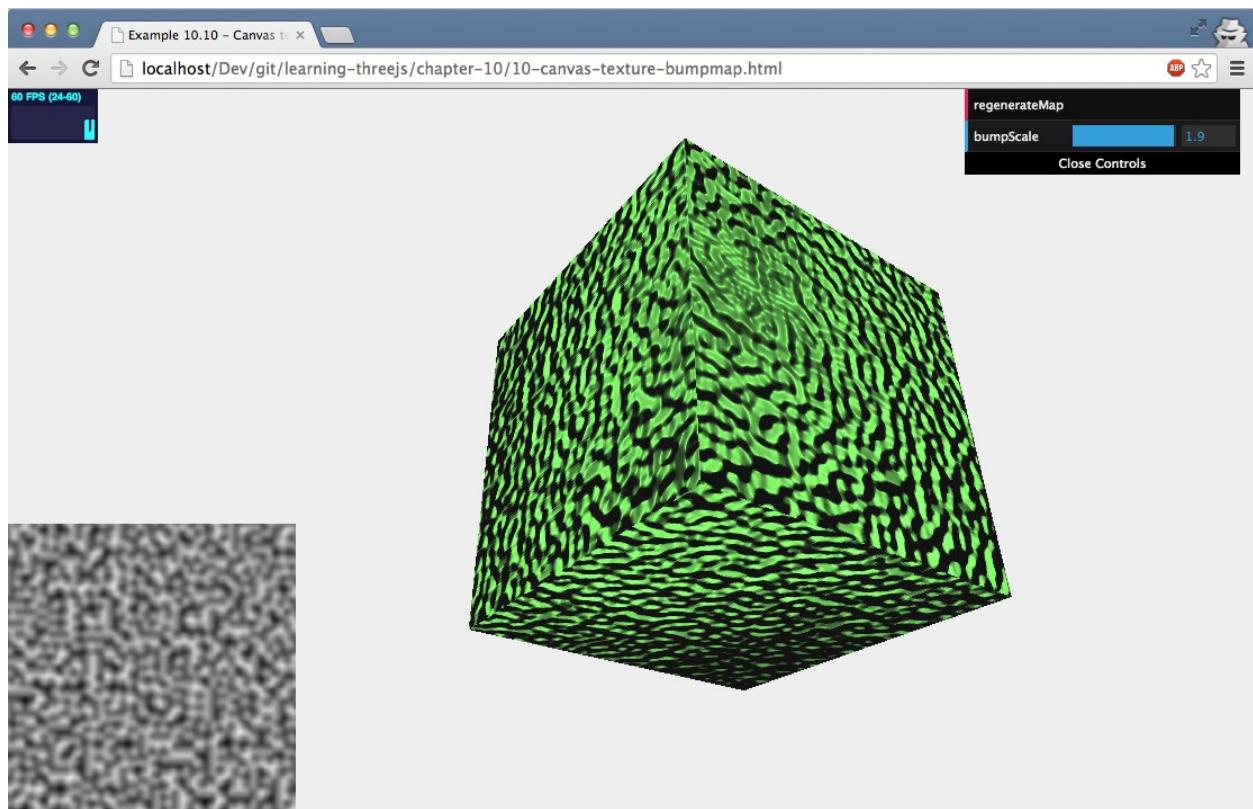


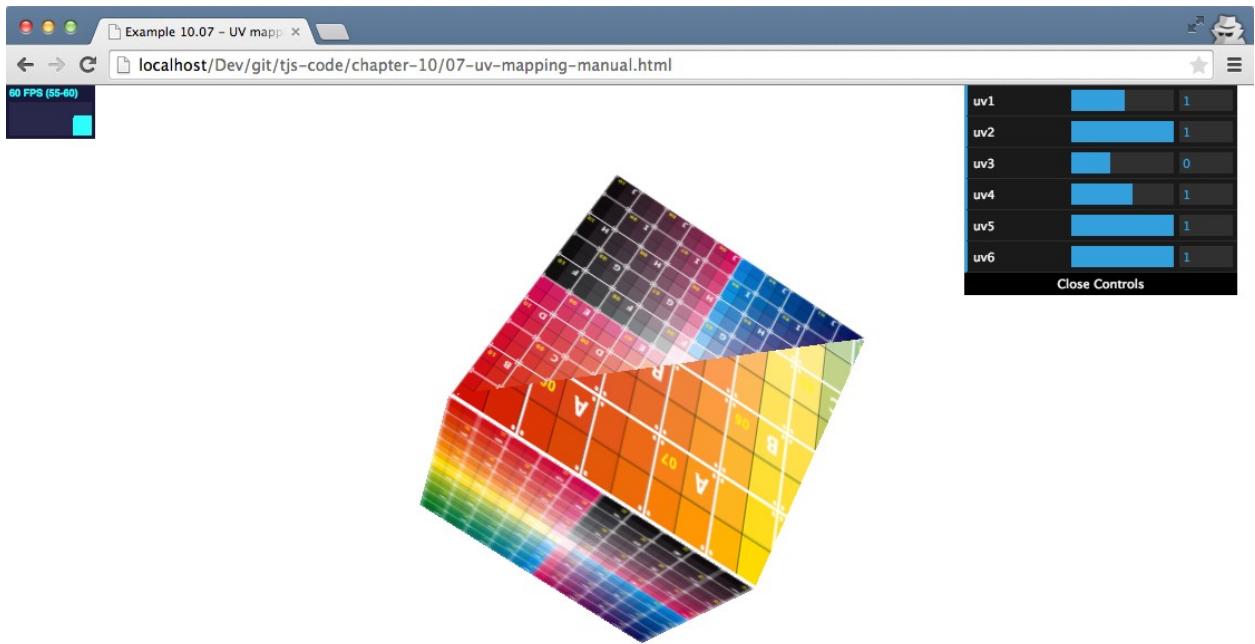
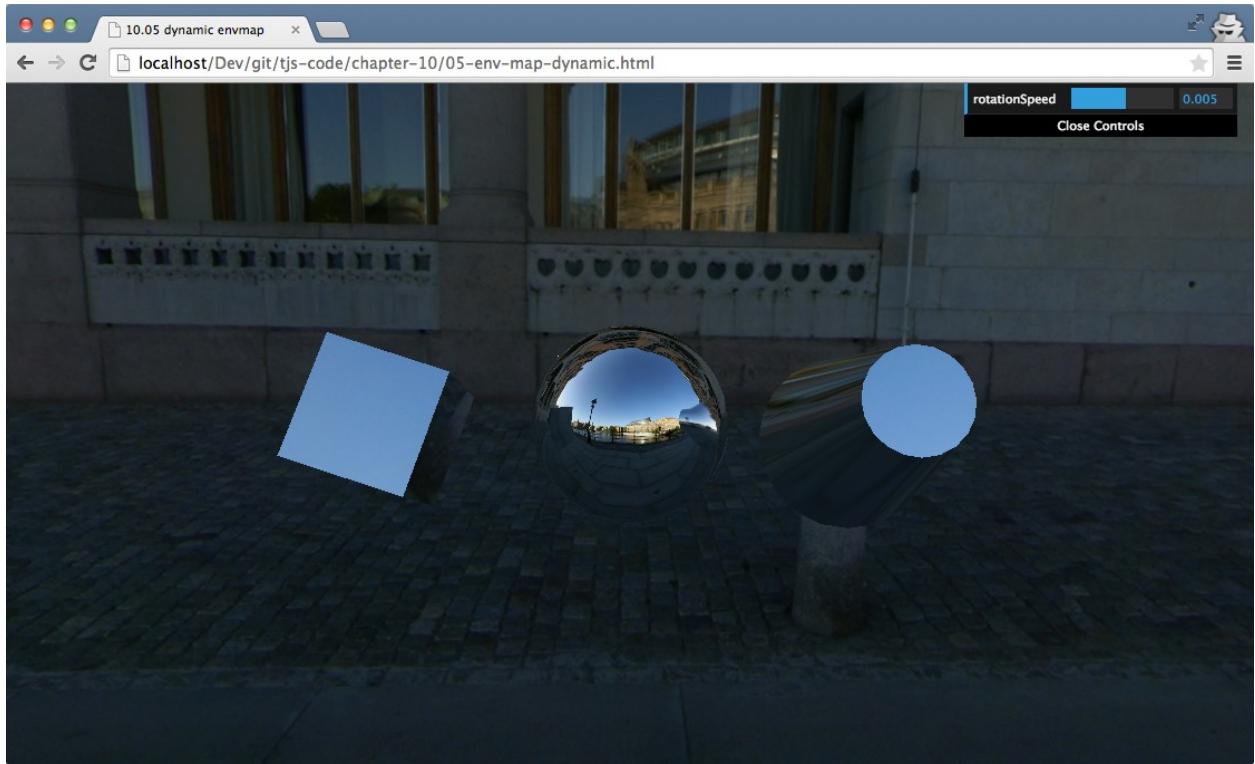




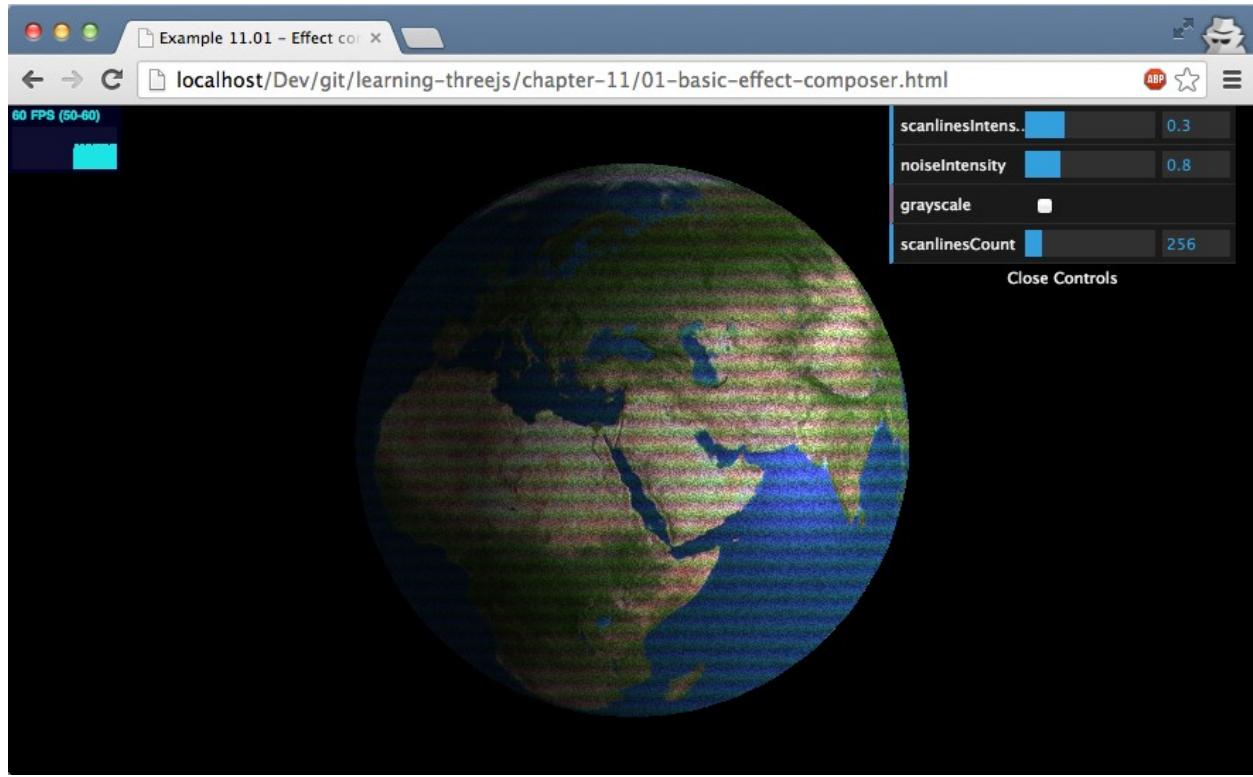


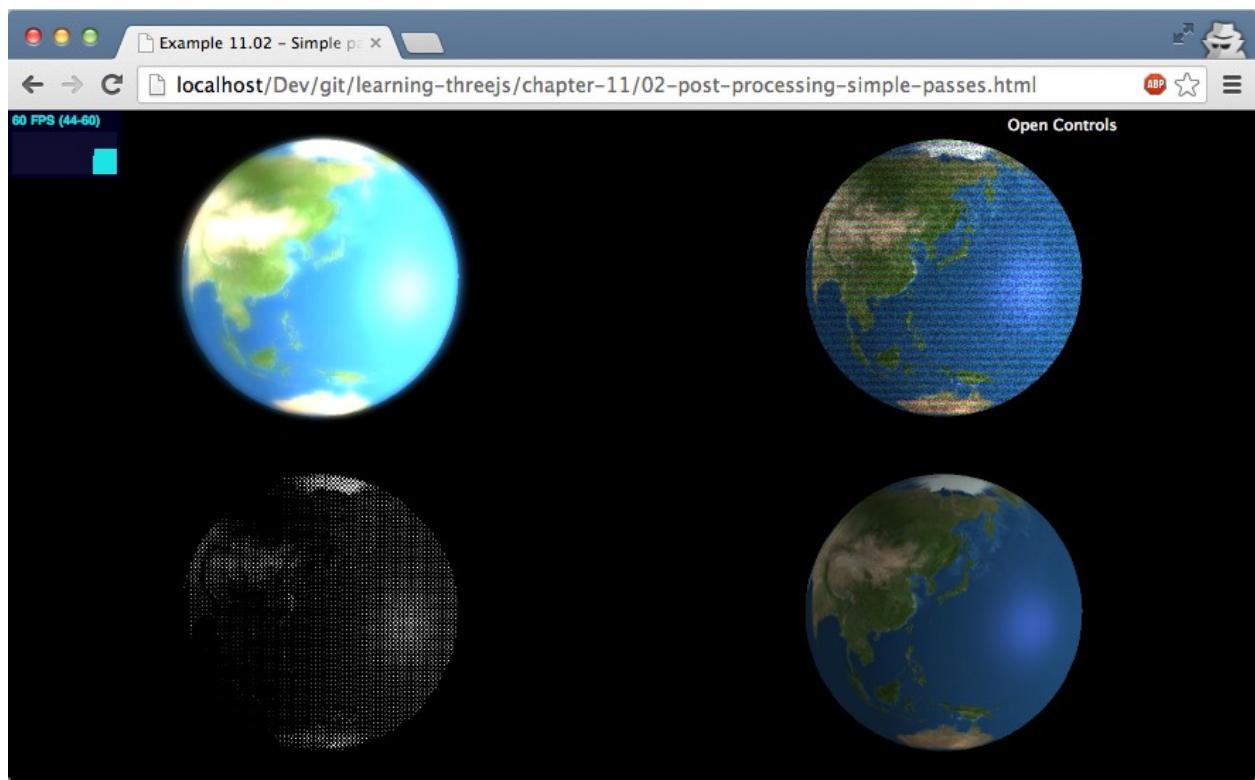


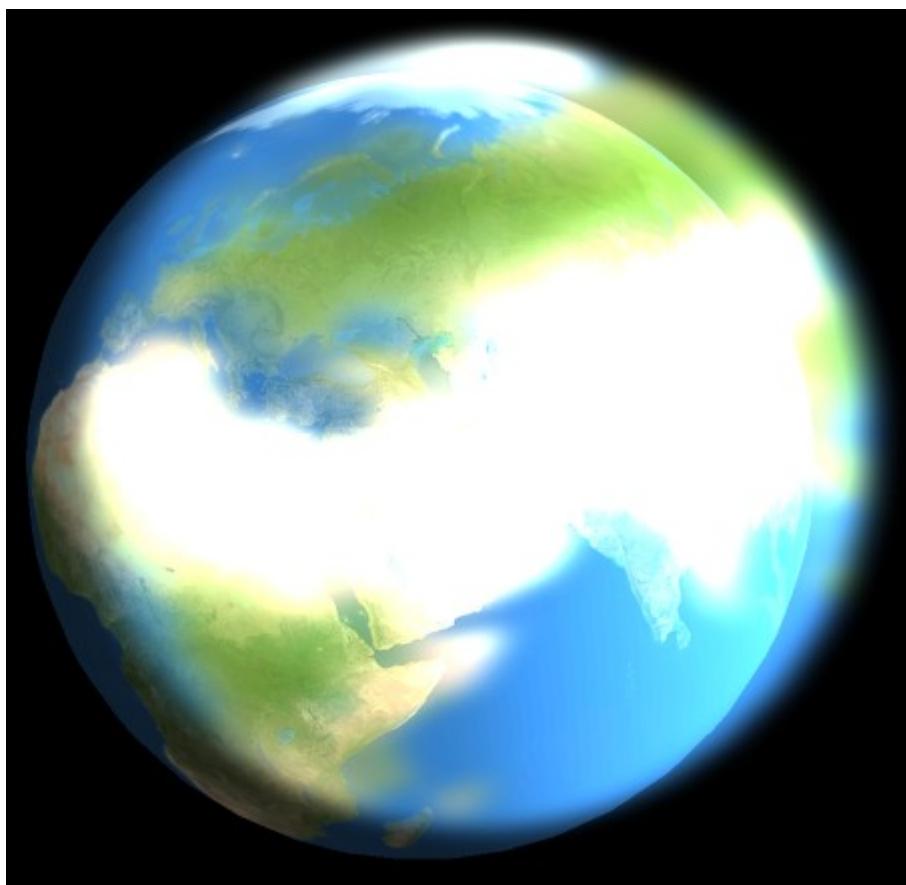


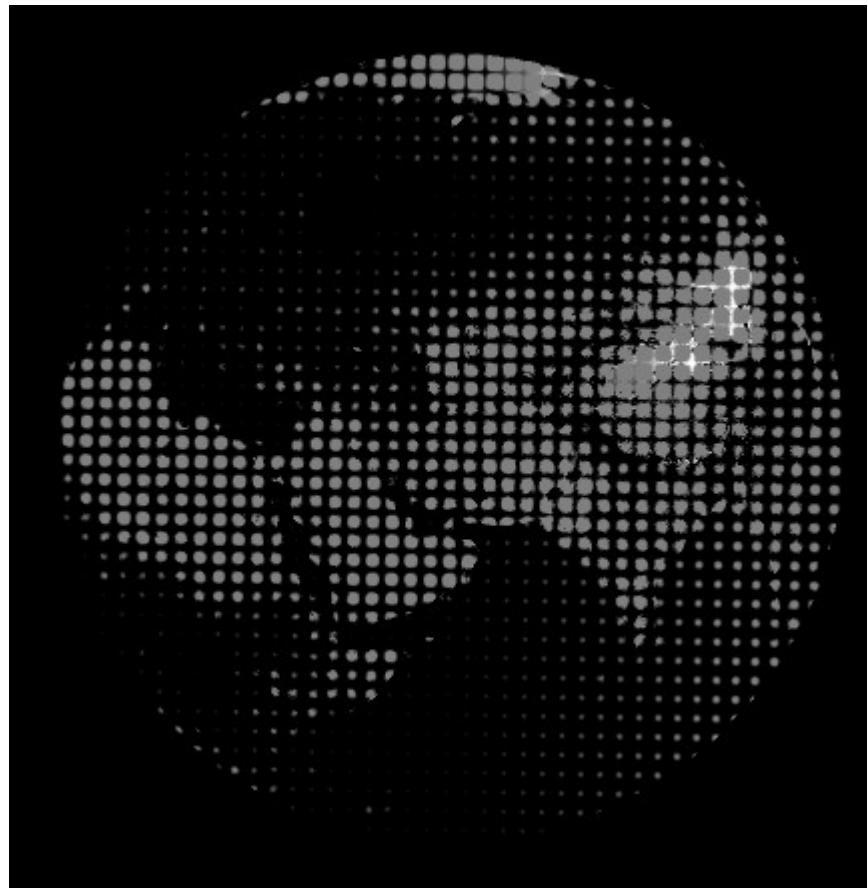


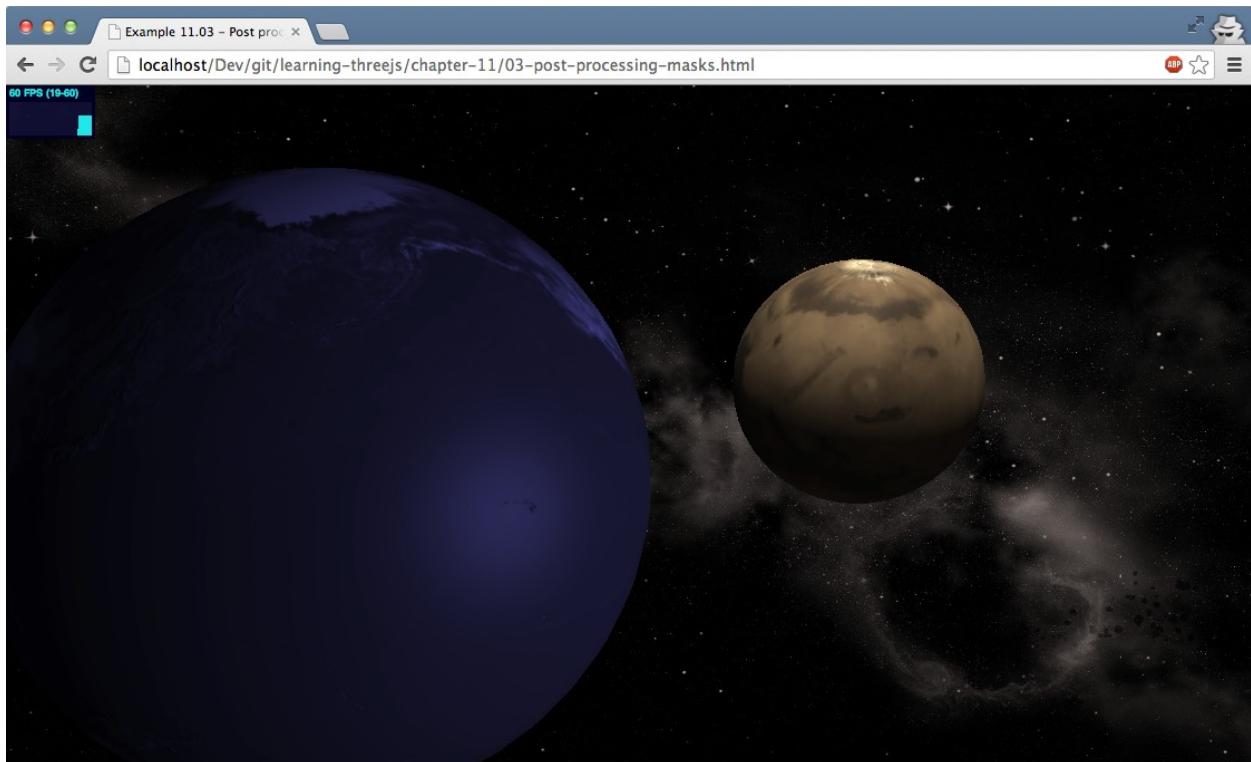
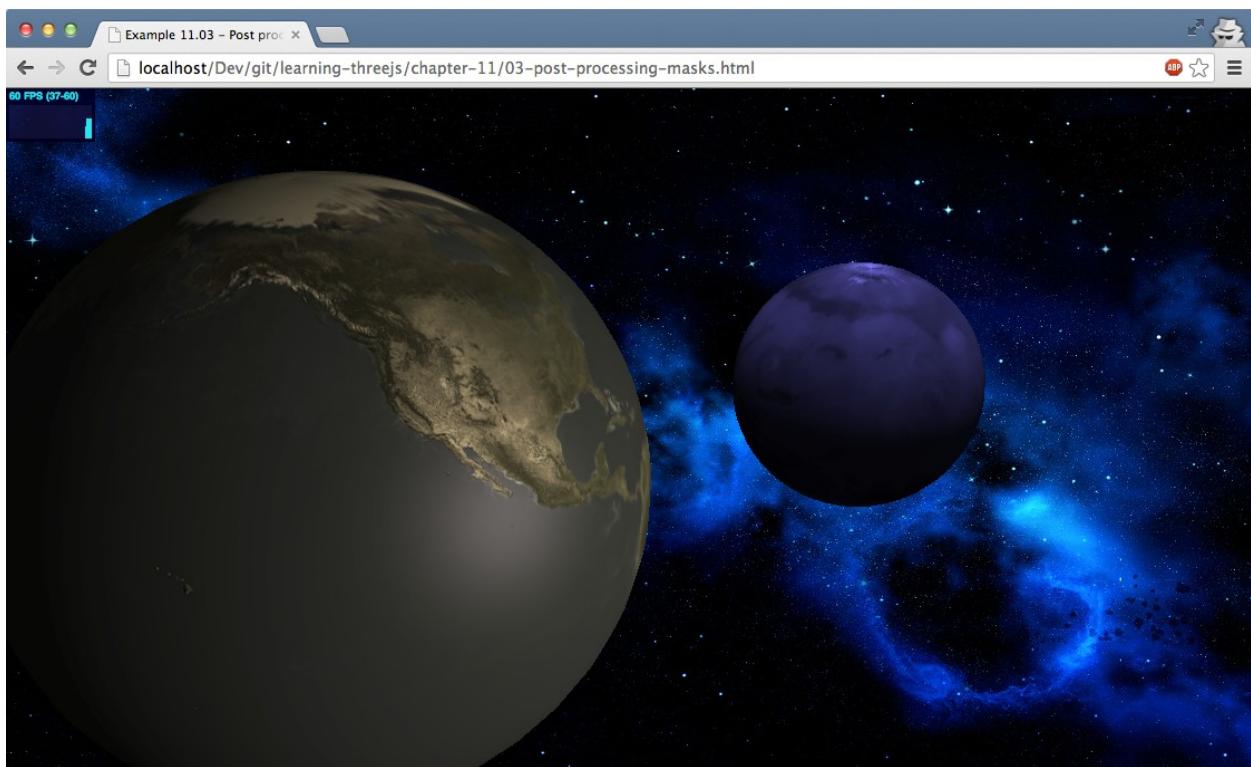
Chapter 11: Custom Shaders and Render Postprocessing

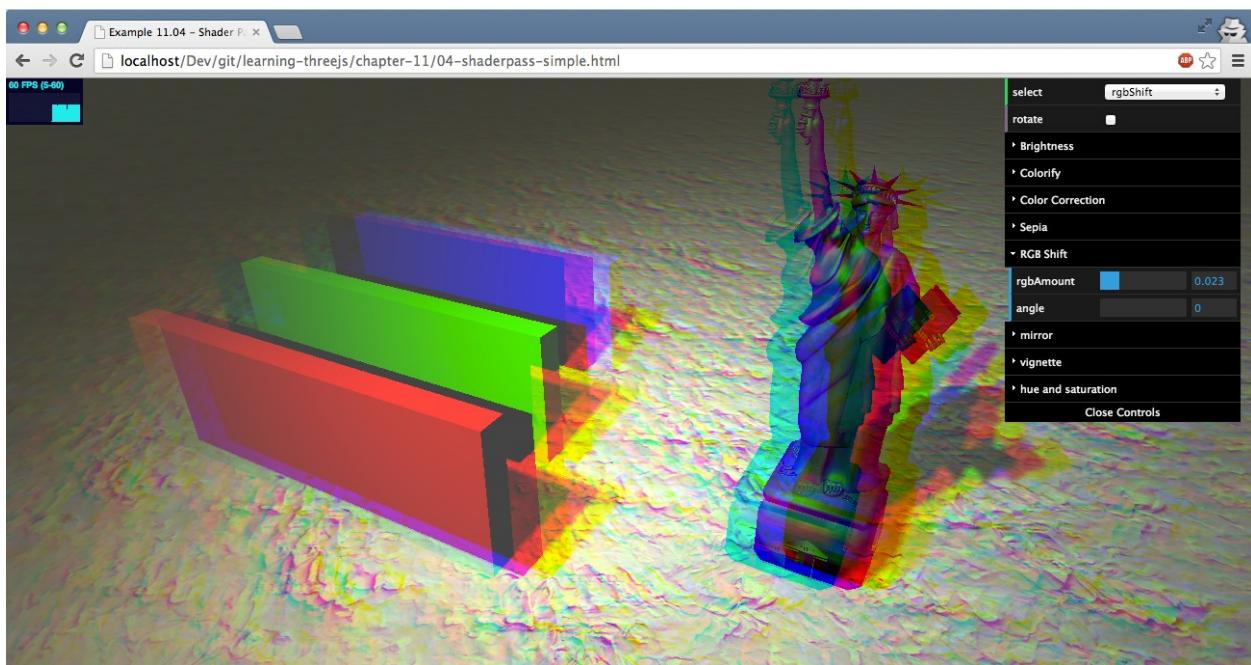
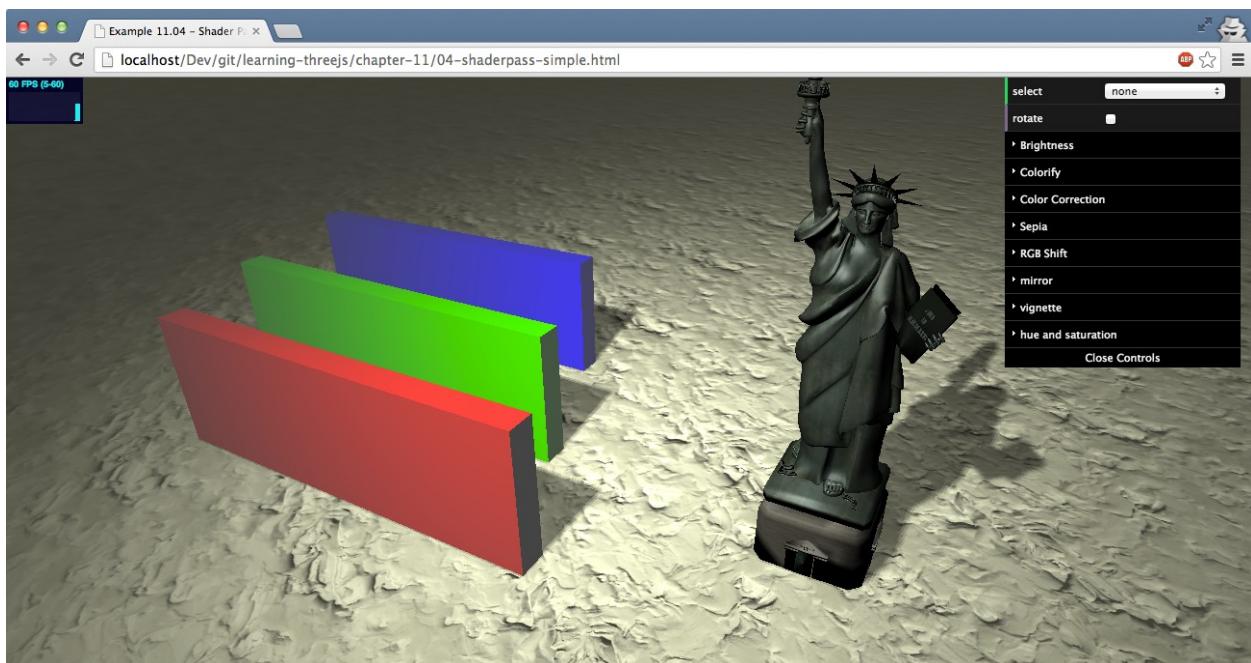


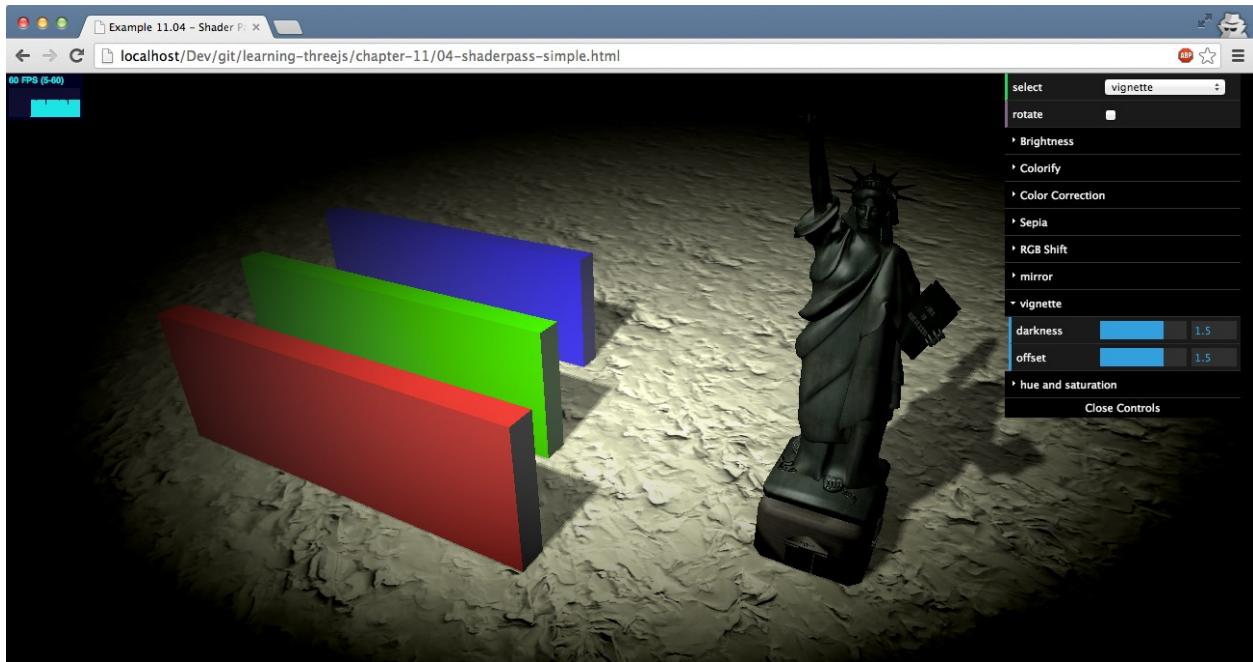


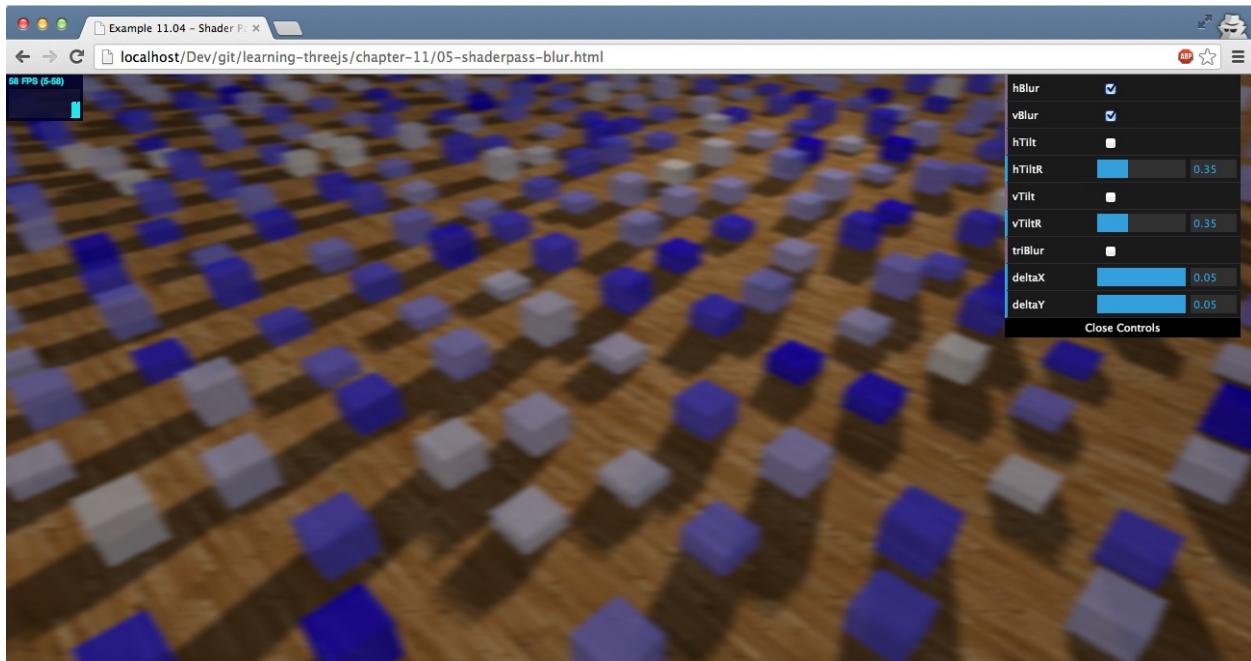
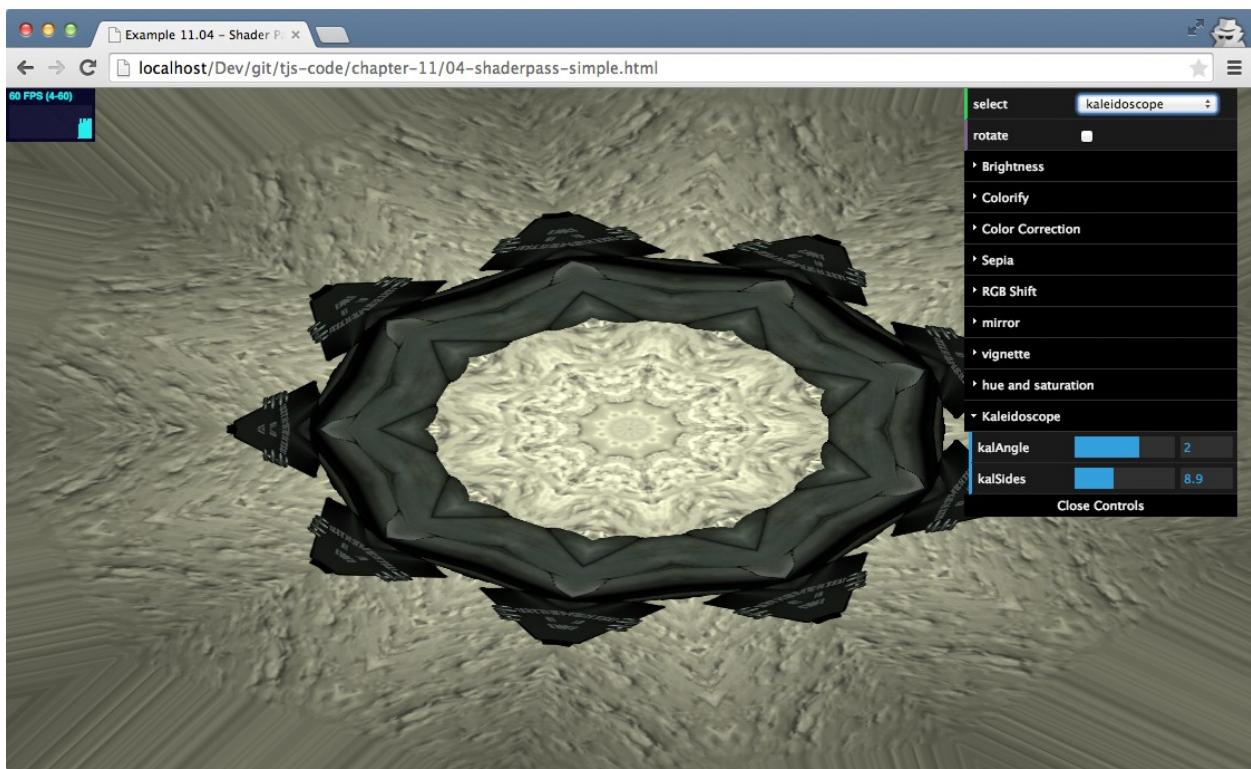


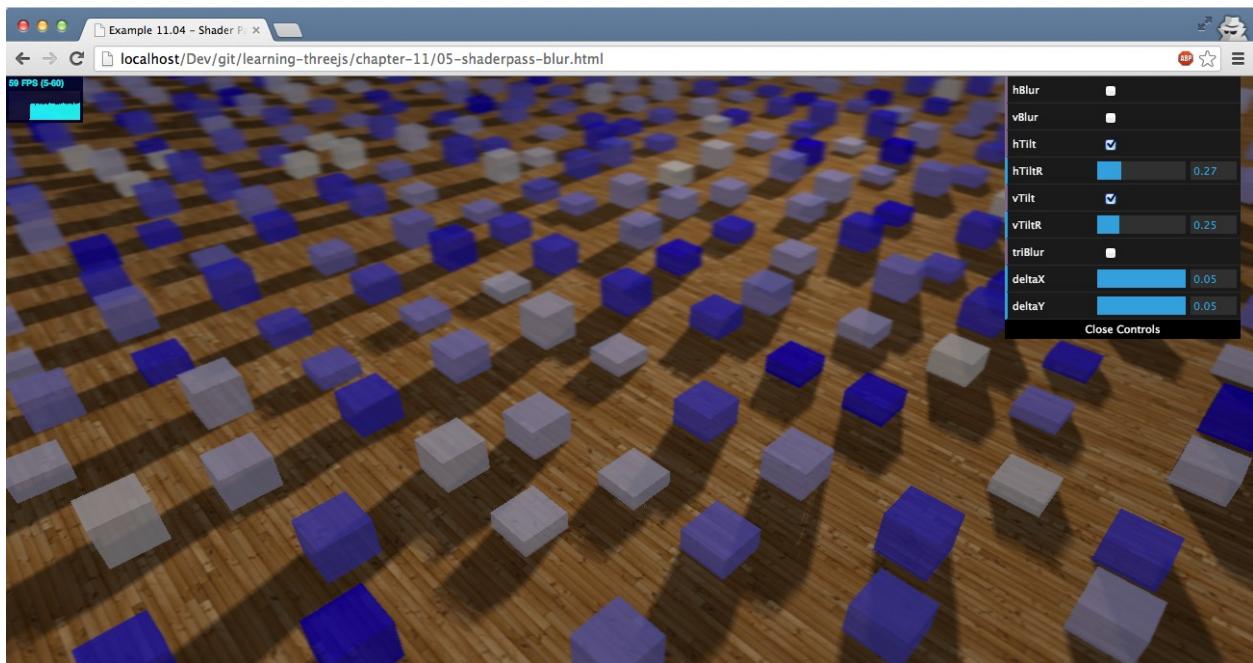
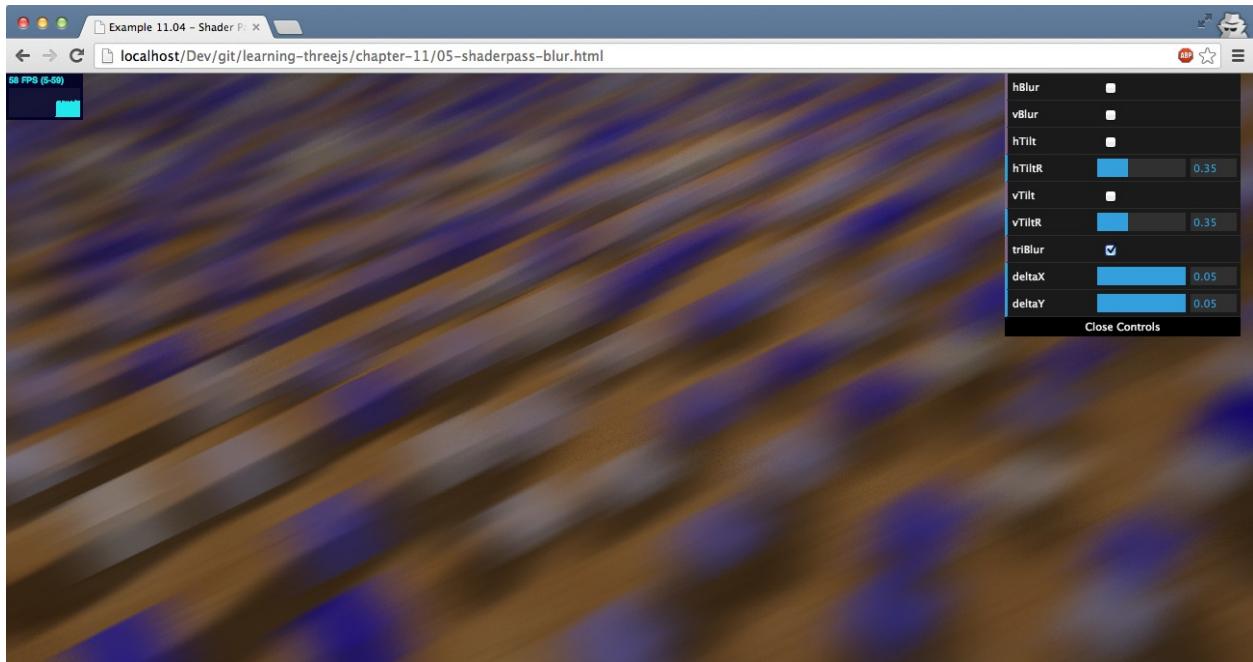


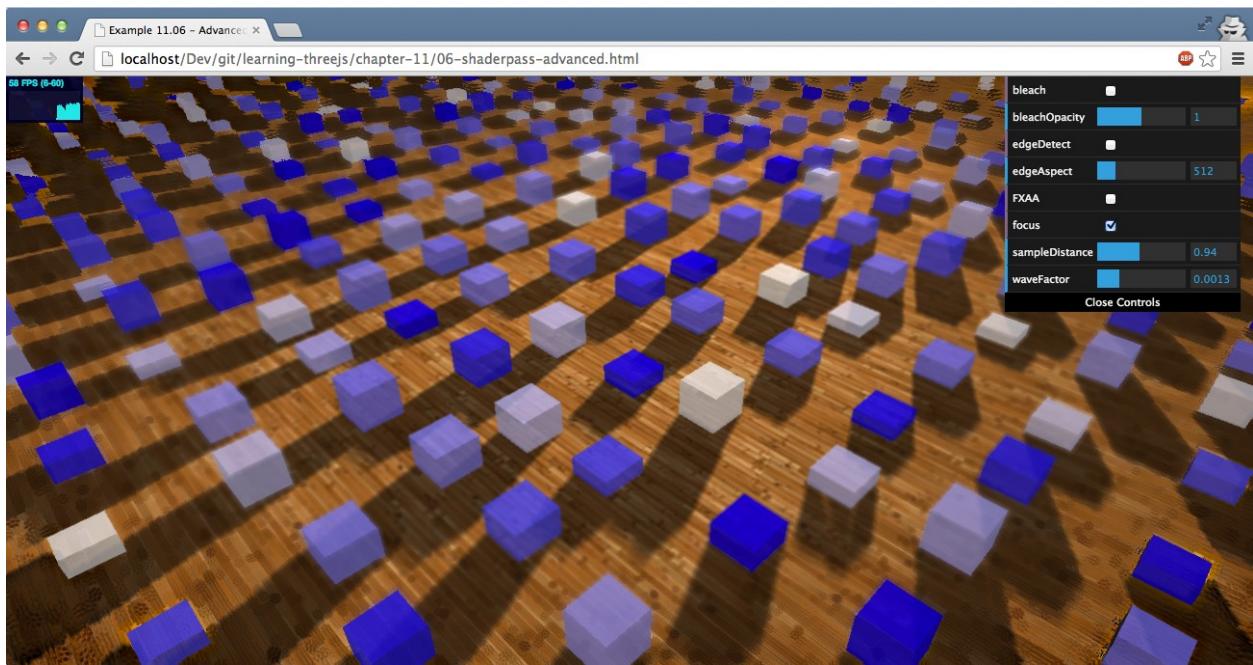
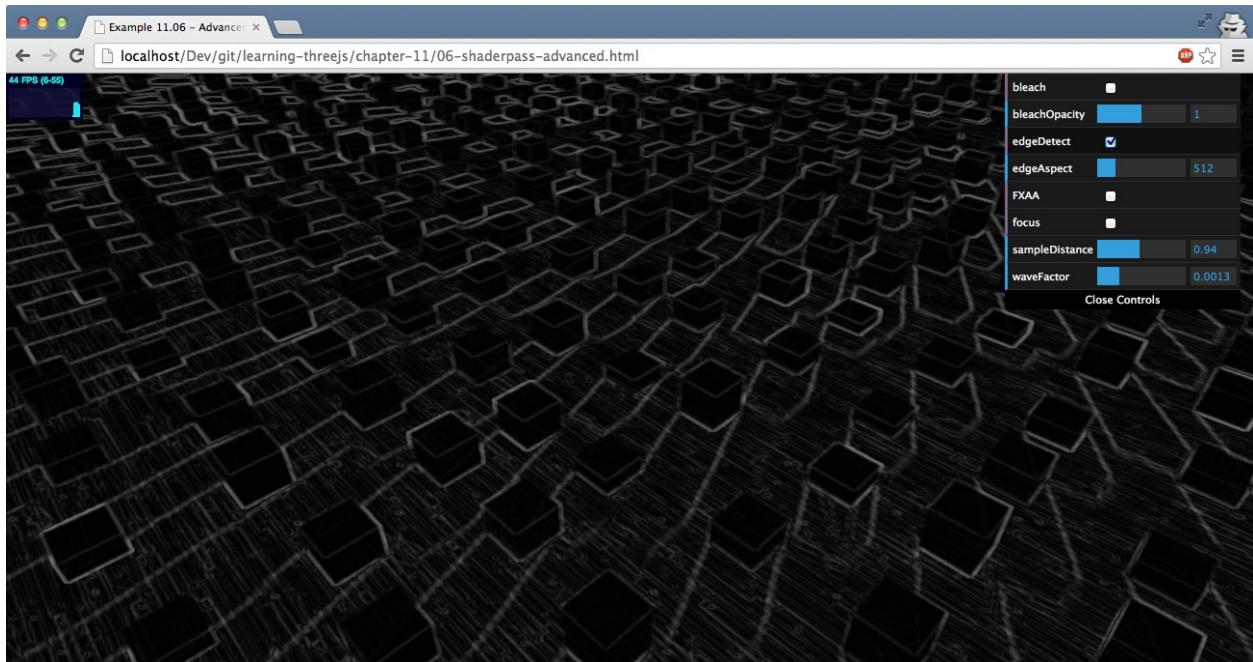


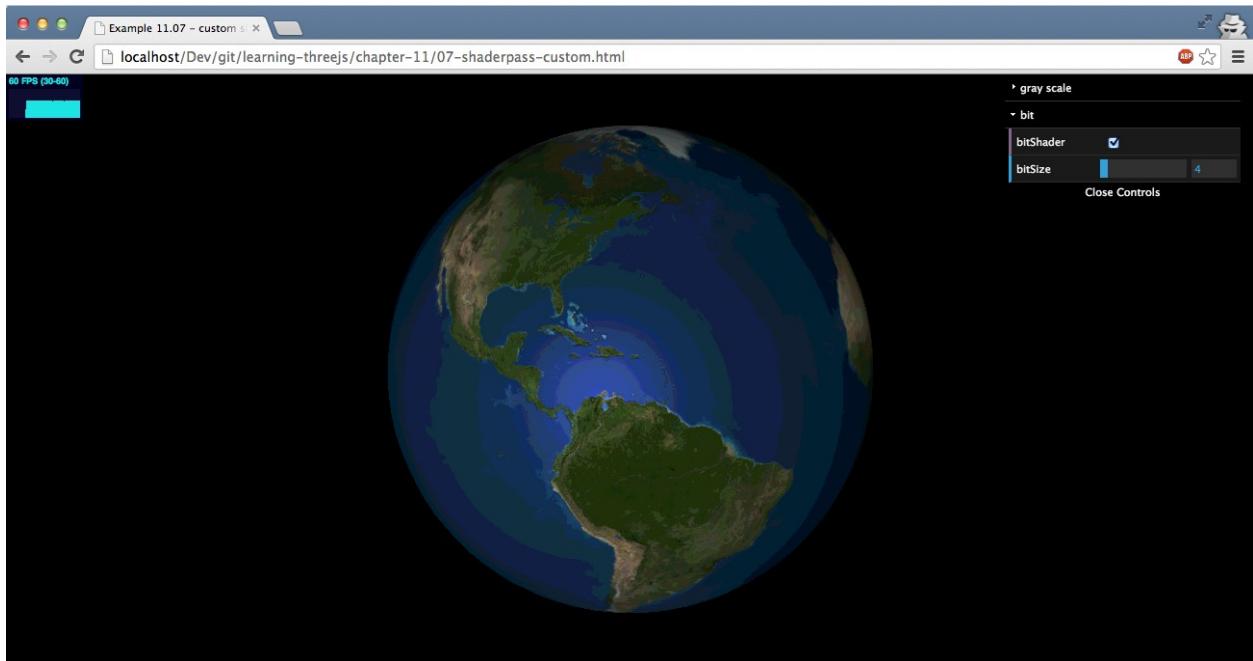
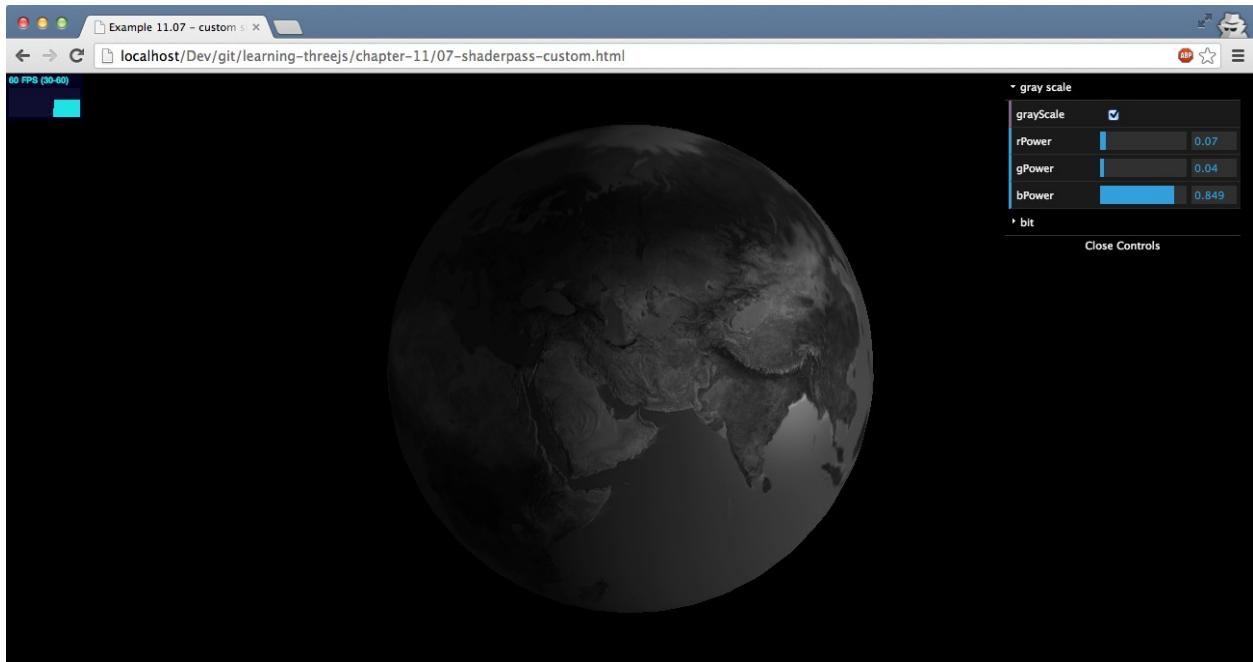


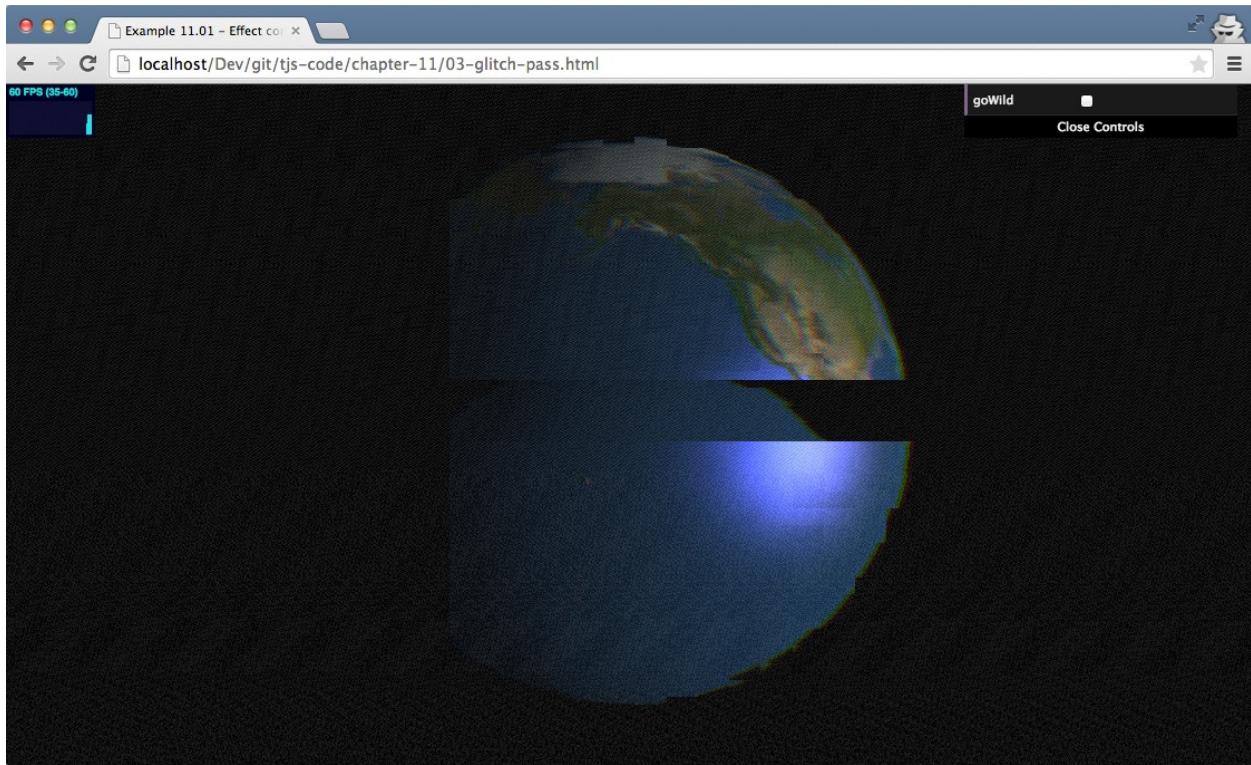












Chapter 12: Adding Physics and Sounds to Your Scene

