

# three.js

1)- "Opacity issue when using SSAARenderPass in r139"

"<https://github.com/mrdoob/three.js/issues/23840>"

2)- "Reconsider removal of inline sRGB decode"

"<https://github.com/mrdoob/three.js/issues/23803>"

3)- "WEBGPU Custom Shader Example"

"<https://github.com/mrdoob/three.js/issues/23748>"

4)- "Add missing blend function constants"

"<https://github.com/mrdoob/three.js/issues/23741>"

5)- "Mirror Example broken on iOS 15.4"

"<https://github.com/mrdoob/three.js/issues/23733>"

6)- "Points billboard not working as expected in VR on r137"

"<https://github.com/mrdoob/three.js/issues/23731>"

7)- "errors in visualisation in webgl\_loader\_gltf\_transmission with safari 15.4 on M1/iOS devices"

"<https://github.com/mrdoob/three.js/issues/23730>"

8)- "Loft NURBS"

"<https://github.com/mrdoob/three.js/issues/23708>"

9)- "Postprocessing - Outline Pass rendering issue"

"<https://github.com/mrdoob/three.js/issues/23701>"

10)- "Add vertex color alpha channel support to LineMaterial"

"<https://github.com/mrdoob/three.js/issues/23680>"

11)- "Convert remaining nodes and examples that are using the Nodes classes directly to using the ShaderNode functions"

"<https://github.com/mrdoob/three.js/issues/23666>"

12)- "Consider repair or delete the sharedPhysics Attribute in MMDAnimationHelper"

"<https://github.com/mrdoob/three.js/issues/23659>"

13)- "Unify constructor() and set() in Matrix and Color classes"

"<https://github.com/mrdoob/three.js/issues/23634>"

14)- "Avoid bare imports other than 'three'"

"<https://github.com/mrdoob/three.js/issues/23625>"

15)- "Roadmap for a color-managed workflow in three.js"

"<https://github.com/mrdoob/three.js/issues/23614>"

16)- "Nodes: Add node for fetching pixel's position"

"<https://github.com/mrdoob/three.js/issues/23602>"

17)- "WebGPUNodeBuilder: Add possibility to use Nodes system to create compute shaders"

"<https://github.com/mrdoob/three.js/issues/23599>"

18)- "Nodes: Add StorageNode"

"<https://github.com/mrdoob/three.js/issues/23598>"

19)- "camera.getWorldPosition/... returning the wrong result in XR mode"

"<https://github.com/mrdoob/three.js/issues/23597>"

20)- "XR: session events are incorrect or missing when using immersive-ar and multitouch"

"<https://github.com/mrdoob/three.js/issues/23574>"

21)- "Nodes: Add more exports to ShaderNode"

"<https://github.com/mrdoob/three.js/issues/23564>"

22)- "Nodes: Sometimes when using CondNode extra parentheses are generated"

"<https://github.com/mrdoob/three.js/issues/23538>"

23)- "Nodes: Add possibility to use for/while loops"

["https://github.com/mrdoob/three.js/issues/23524"](https://github.com/mrdoob/three.js/issues/23524)

24)- "Ground projected HDR environment map"

["https://github.com/mrdoob/three.js/issues/23512"](https://github.com/mrdoob/three.js/issues/23512)

25)- "Docs: Some APIs are Undocumented"

["https://github.com/mrdoob/three.js/issues/23509"](https://github.com/mrdoob/three.js/issues/23509)