

Speedy 3D - A Quick Intro to Three.js & React: Hackpack

September 14, 2021 / 6:00 PM - 7:00 PM ET

Description

A quick intro to Three.js and how it can be integrated with a React based web app. We'll go through objects, meshes, camera settings, materials, controls and more so you can use 3D models in your personal portfolio or hack!

Learning Outcomes

By the end of the workshop, you'll be able to:

- Set up a React project to use three.js
- Create and manipulate 3D objects
- Use lighting, camera techniques, textures, and more to make your objects come to life :)

Prerequisite Knowledge

In order to get the most out of this workshop you should be comfortable with the following concepts:

- Basic JavaScript Syntax
- Basic React

Pre-Workshop Checklist

Before the workshop, please make sure you complete the following items:

- Installed web IDE. I'd recommend [VS Code](#)
- Install Node.js
 - For the smoothest experience, make sure your Node.js is up to date! We'll be using it to install packages during the session



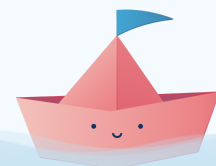
Timeline (1 hour)

| Time | Module | | Description |
|--------|-------------------------|----------------------|---|
| 5 min | Welcome | | Personal intro and outline |
| 10 min | Intro to three.js | | Examples and high level overview |
| 30 min | An interactive example | Structure | Objects and meshes |
| | | Styling | Materials, lighting, and geometry |
| | | Camera and rendering | Camera settings, events, controls, and a partridge in a pear tree |
| 10 min | Beyond the workshop | | Particle generation, physics, 3D modelling, and more! |
| 5 min | Q&A and closing remarks | | |

Workshop Lead Contact

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Additional Resources

Hack the North Resources

[Hack the North 2021 Event Schedule](#)

Check this out to stay up-to-date on activities, workshops, and other key happenings this weekend.

Workshop Specific Resources

[Three.js Documentation](#)

The official documentation for three.js. Jam packed with explanations, code snippets, and examples of what the package is capable of.

[Wrong Akram's YouTube Channel](#)

One of the best, most up to date, channels for learning three.js. I especially like his content because it teaches commonly used tech stacks and takes a design driven approach

[Three.js Journey by Bruno Simon](#)

Probably one of the most comprehensive courses online about three.js. Can be a little pricey at \$95 but good to split with friends! Even the syllabus is helpful to know what you should know

[My Favourites](#)

A rolling list of all my favorite three.js examples on the web. Truly drool-worthy

