

Unity to Three.js Exporter

<http://threejsexporter.nickjanssen.com/>

This editor extension allows you to export scenes from Unity into the JSON format used by the popular three.js WebGL library.

Thank you for your purchase. For feedback or any questions you may have, please contact me at nikke@ironbane.com.

My aim is to make this editor extension self-explanatory, hence the lightweight structure of this document. Should you still find things unclear, please contact me and I will do my best to make things more understandable, either by adding information here or in the user interface.

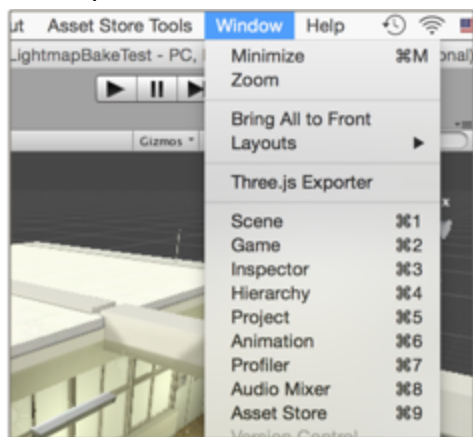
Installation

Simply copy the ThreeExporter into the Editor folder in your Assets folder.
Your folder structure should look like this:

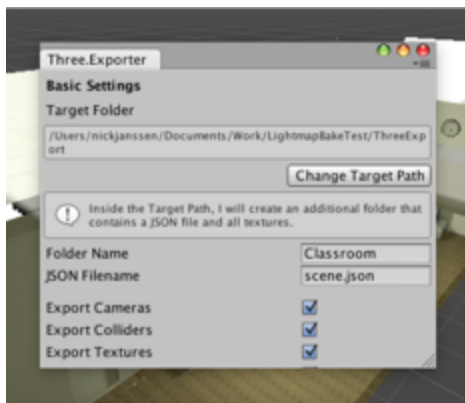
/Assets/Editor/ThreeExporter

Opening

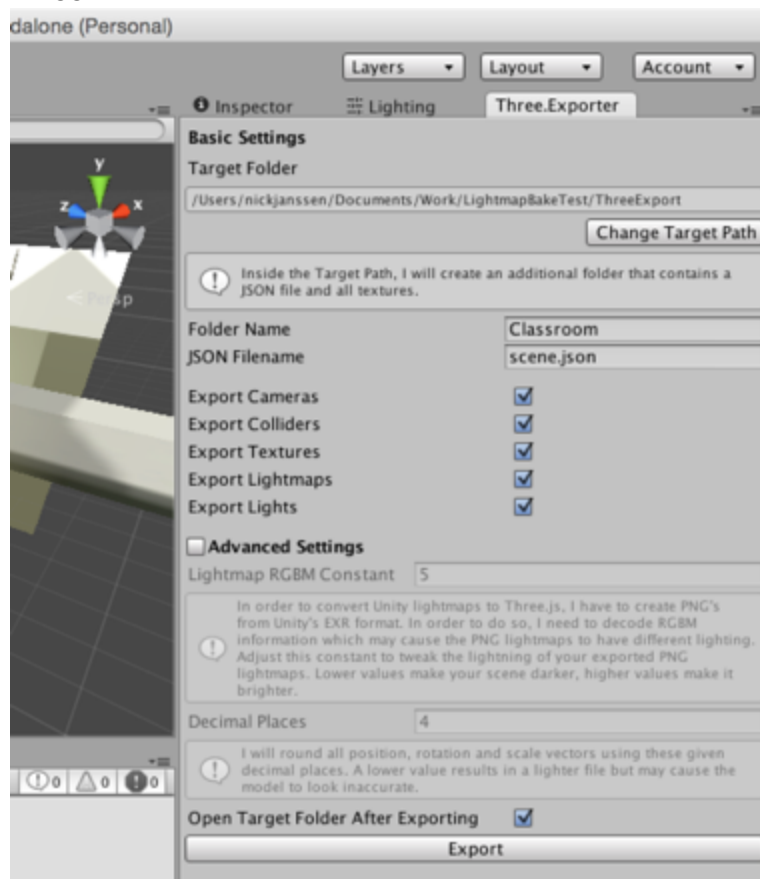
The exporter can be accessed from the Window menu.



A new window pane will pop-up within Unity.
I suggest to drag the window to the right side of the Editor.



I suggest to put the window here.



Usage

Simply select the objects you want to export and click 'Export'.

A folder will pop-up with your exported files. You can then load these files in a three.js scene. Please download the [demo archive](#) for an example on how to load these files using three.js.