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## Introducing Three.js

[Three.js](#) is an open-source 3D library for JavaScript that supports [Canvas](#), [SVG](#), and [WebGL](#) renderers. What does that mean? You can create interactive 3D animations right in the browser. Three's homepage is at <http://mrdoob.github.com/three.js> which includes examples, documentation, and a link to the [Three.js GitHub repository](#) where you can always download the latest package.

Three was created by Ricardo Cabello (aka. "Mr Doob"). His nickname has nothing to do with illegal substances. Doob frequently codes with big headphones on in order to block out everything and focus on the task at hand. The word-shape of the lowercase **doob** is [ASCII art](#) depicting Cabello's eyes peering out between big headphone cans.










[Ricardo Cabello](#), aka Mr. Doob, sans headphones. [@mrdoob](#)

## An overly simple Three.js template

To ease the transition from squares to cubes I've made this very

simple [threeTemplate.zip](#). Here's what you'll find inside:

Name	
	index.html
▼ 	scripts
	application.js
	skip.js
	three.js
▼ 	styles
	base.css

Drop the index.html file into your web browser. If you receive an error, or don't see any cube appear this means your browser or hardware does not support WebGL rendering. Try using Chrome or Firefox instead. (If you prefer Opera or Safari some quick searching online will yield instructions for enabling WebGL.)

## Read the comments

Open the scripts/application.js in your text editor. You will see that this source code is heavily commented. This is for your benefit. Have a look through the comments. What makes sense to you so far? What questions would you like to ask?

## Getting physical

We're not going to play with physics engines but if that's something you want to tackle on your own time Mr. Doob recommends [cannon.js](#). Cannon was lovingly hand-crafted in JavaScripted rather than simply machine-transcoded from an existing engine.

## Diving deeper

You've already played with the template via your "sneak peek" homework assignment. Let's take a look at those on screen and start to take apart what the template is doing. We need to look inside the addCube() function and start looking at geometry, materials, and more. Let's go!

