

Setting up a URDF-Loader on in Threejs using Javascript ES6 modules (without using nodejs/npm)

Disclaimer

All credit for writing the Threejs URDF-loader goes to gkjohnson:

<https://github.com/gkjohnson/urdf-loaders> .

His Threejs URDF-Loader uses npm modules, so this project was to convert the URDF-Loader into only using JavaScript ES6 modules.

URDF Loader

This URDF-Loader takes a URDF file (and its meshes) and converts them into a Threejs object and adds it to the scene.

Demo with the ar2 arm: <https://sam-ross.github.io/Threejs-URDF-Loader/templates/index.html>.

For the GitHub repository containing the converted URDF-Loader head over to:

<https://sam-ross.github.io/Threejs-URDF-Loader>.

To see how a URDF works with its constraints, head over to <https://gkjohnson.github.io/urdf-loaders/javascript/example/index.html> and drag and drop the URDF file with the meshes together onto the page as shown below.

