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OBJLoader

The `OBJLoader` parses the OBJ half of the classic Wavefront OBJ/MTL format.

Loader	Characteristic
File Extension	`.obj`
File Type	Text
File Format	Wavefront OBJ file
Data Format	Mesh
Decoder Type	Synchronous
Worker Thread Support	Yes
Streaming Support	No

Usage

```
import {OBJLoader} from '@loaders.gl/obj';
import {load} from '@loaders.gl/core';


const data = await load(url, OBJLoader, options);
```

Options

Option	Type	Default	Description

Remarks:

- vertex colors are parsed as a `COLOR_0` attribute when red, green and blue values are included after x y and z (this precludes specifying w). The color values range from 0 to 1.

Attribution

OBJLoader is a port of three.js's OBJLoader under MIT License.

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