**Getting Started - Chapter 1 – Firsts**

**@@启程-第一章-首先@@**

Now it is time to start our learning journey together. Instead of the usual 'Hello World' introduction we will, step by step, build a simple world. At the end of the journey we will have created a small village demonstrating the features of Babylon.js. The first steps will introduce you to the basics of using Babylon.js to create a scene, code a simple model and export it. We will also show that you can import a model into a scene, display it on the web or create a web app from it.

@@现在是时候一起开始我们的学习之旅了。不同于常见的“Hello World”式介绍，在这里我们将一步一步地建立一个简单的世界。在这场旅行中我们将完成一个小小的村庄世界，这一过程将展现Babylon.js的各种特性。第一步将向你介绍使用Babylon.js建立场景的基础知识，生成一个简单的模型并且导出它。我们也将展示如何向一个场景中导入模型，将它显示在网页中或者通过它建立一个网页应用。@@