**Welcome to Getting Started with Babylon.js**

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Welcome to the wonderful 3D world of Babylon.js and 3D on the web. Whoever you are, game, app or web creator or just exploring, this is where you start learning about Babylon.js. Whatever your expertise in these areas, from beginner to a seasoned hand or somewhere in between, we are sure you will find something of interest. Beginners to coding in JavaScript should be able to learn a lot from the examples, however we strongly suggest that you gain a working knowledge of JavaScript before starting to develop your own projects .

@@欢迎来到这个奇妙的Babylon.js与3D网页世界。不论你是谁——游戏、应用、网页创造者或者只是在探索新知识，这里都是你开始学习Babylon.js的好地方。不论你在这个领域有多少经验——从初学者到老道的专家或者二者其间的某个阶段，我们都很确定你能在这儿找到一些有趣的东西。JavaScript编程的初学者应该也能从这些例子中学到很多东西，但我们强烈建议在开始开发你自己的工程前，先获取足够的JavaScript知识。@@

In moving through Getting Started we introduce you to the features of Babylon.js. We present code examples using our playground, show you how to add models to your website and how to import your own models into your Babylon.js game or app. Once you have covered all the chapters you will be aware, at a foundation level, of what Babylon.js has to offer you. When you are ready, our full range of docs will help you dive deeper into Babylon.js. One day soon you will find yourself part of the Babylon.js community creating new ways to work with Babylon.js and, who knows, contributing to it as well.

@@我们将在起点向你介绍Babylon.js的特性。我们使用我们的“训练场”呈现代码示例，向你展现如何向你的网站添加模型，以及如何把你自己的模型添加到你的Babylon.js游戏或应用程序中。如果你学完了所有章节你将发现，在基础工具层面，Babylon.js都为你提供了什么。当你准备就绪时，我们的全流程文档将帮助你更深入的理解Babylon.js。很快你将能在Babylon.js的论坛中找到你感兴趣的部分，并且创造新的使用Babylon.js的方法，并且，谁知道呢，你也许能帮助改进Babylon.js本身。@@