Web 3D — Threejs

深入 3D & 设计模式

点、线、面

new Points(BufferGeometry, PointsMaterial)

new Line(BufferGeometry, LineBasicMaterial)
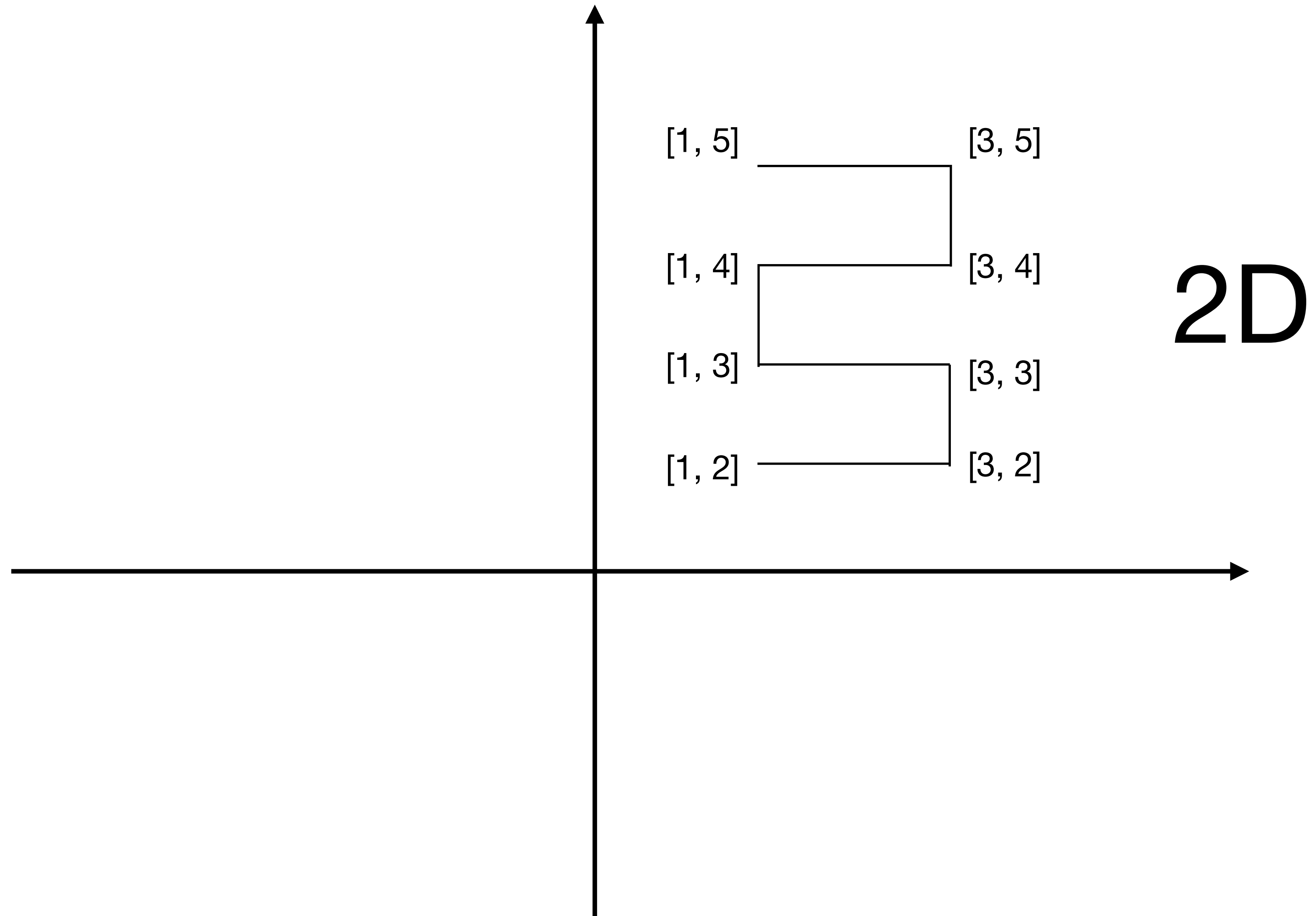
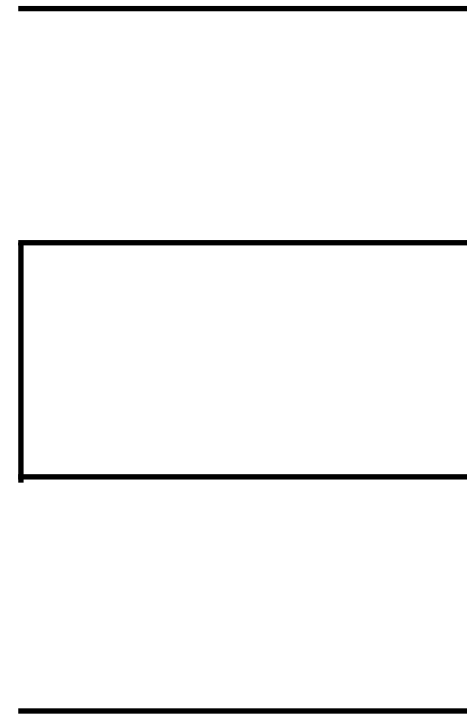new Mesh(BufferGeometry, MeshBasicMaterial)

Line

2D   3D

Line

2D

[1, 5]   [3, 5]

[1, 4]   [3, 4]

[1, 3]   [3, 3]

[1, 2]   [3, 2]

Line

[[1, 5], [3, 5], [3, 4], [1, 4],

[1, 3], [3, 3], [3, 2], [1, 2]]

[[1, 5, Z], [3, 5, Z], [3, 4, Z], [1, 4, Z],

[1, 3, Z], [3, 3, Z], [3, 2, Z], [1, 2, Z]]

2D

3D

```
geometry = new BufferGeometry().setFromPoints( VectorX[] );
material = new LineBasicMaterial( { color: 0xff0000 } );
line = new Line( geometry, material );
```

Curve

Curve -> CurvePath -> Path -> Shape

设计模式之一 **多级继承**

作用：函数(功能)复用

Curve

Path -> Shape

ShapeGeometry

ExtrudeGeometry