**Three.js** is an open-source **JavaScript library** that enables developers to create dynamic and interactive websites with **2D and 3D graphics**. It allows rendering 3D graphics directly inside the browser, making it accessible for a wide range of projects and applications.

Here are **five free reference links** where you can learn more about Three.js:

1. [**Official Three.js Documentation**](https://github.com/mrdoob/three.js/): The official documentation provides comprehensive information about using Three.js, including examples and detailed explanations[1](https://github.com/mrdoob/three.js/).
2. [**Discover Three.js**](https://discoverthreejs.com/): This interactive guide covers everything from the basics to advanced techniques. [It’s an excellent resource for beginners and those looking to deepen their understanding of Three.js](https://github.com/mrdoob/three.js/)[2](https://discoverthreejs.com/).
3. [**Three.js Journey**](https://threejs-journey.com/): A comprehensive video course that takes you from an absolute beginner to an advanced Three.js developer. [It covers topics like creating scenes, lights, shaders, and more](https://github.com/mrdoob/three.js/)[3](https://threejs-journey.com/).
4. [**Three.js Tutorial on YouTube**](https://www.classcentral.com/course/youtube-three-js-tutorial-for-beginners-45725): A free YouTube tutorial series covering fundamental concepts, including creating a simple cube, working with geometry, and importing models from Blender[4](https://www.classcentral.com/course/youtube-three-js-tutorial-for-beginners-45725).
5. [**The Three.js Primer on Udemy**](https://www.udemy.com/course/the-threejs-primer/): This free course introduces you to Three.js basics, including geometry, lights, cameras, and loading 3D objects. [It’s a great starting point for beginners](https://github.com/mrdoob/three.js/)[5](https://www.udemy.com/course/the-threejs-primer/).

Feel free to explore these resources and dive into the exciting world of Three.js! 🚀🎮🌐