

## **Day 6 – Introduction to Three.js**

### **Work Done / Learning:**

The day began with an introduction to the Three.js library for 3D rendering in web applications. I explored basic 3D concepts such as scene, camera, renderer, and objects. Using tutorials, I rendered simple 3D shapes like cubes and spheres on the browser. I also experimented with lighting and textures.

### **Challenges Faced:**

Understanding the coordinate system and camera angles took some time. Configuring the rendering loop without affecting performance was tricky.

### **Conclusion / Outcome:**

I successfully displayed a basic 3D object in the browser and understood how Three.js can make the travel planner visually appealing with real-time 3D effects.