# three.js

[NPM Package](https://www.npmjs.com/package/three) [Build Size](https://bundlephobia.com/result?p=three) [NPM Downloads](https://www.npmtrends.com/three) [DeepScan](https://deepscan.io/dashboard#view=project&tid=16600&pid=19901&bid=525701) [Discord](https://discord.gg/56GBJwAnUS)

#### JavaScript 3D library

The aim of the project is to create an easy to use, lightweight, cross-browser, general purpose 3D library. The current builds only include a WebGL renderer but WebGPU (experimental), SVG and CSS3D renderers are also available in the examples.

[Examples](https://threejs.org/examples/) — [Documentation](https://threejs.org/docs/) — [Wiki](https://github.com/mrdoob/three.js/wiki) — [Migrating](https://github.com/mrdoob/three.js/wiki/Migration-Guide) — [Questions](https://stackoverflow.com/questions/tagged/three.js) — [Forum](https://discourse.threejs.org/) — [Slack](https://join.slack.com/t/threejs/shared_invite/zt-rnuegz5e-FQpc6YboDVW~5idlp7GfDw)

### Usage

This code creates a scene, a camera, and a geometric cube, and it adds the cube to the scene. It then creates a WebGL renderer for the scene and camera, and it adds that viewport to the document.body element. Finally, it animates the cube within the scene for the camera.

import \* as THREE from 'three';

// init

const camera = new THREE.PerspectiveCamera( 70, window.innerWidth / window.innerHeight, 0.01, 10 );

camera.position.z = 1;

const scene = new THREE.Scene();

const geometry = new THREE.BoxGeometry( 0.2, 0.2, 0.2 );

const material = new THREE.MeshNormalMaterial();

const mesh = new THREE.Mesh( geometry, material );

scene.add( mesh );

const renderer = new THREE.WebGLRenderer( { antialias: true } );

renderer.setSize( window.innerWidth, window.innerHeight );

renderer.setAnimationLoop( animation );

document.body.appendChild( renderer.domElement );

// animation

function animation( time ) {

mesh.rotation.x = time / 2000;

mesh.rotation.y = time / 1000;

renderer.render( scene, camera );

}

If everything went well, you should see [this](https://jsfiddle.net/7u84j6kp/).

### Cloning this repository

Cloning the repo with all its history results in a ~2 GB download. If you don't need the whole history you can use the depth parameter to significantly reduce download size.

git clone --depth=1 https://github.com/mrdoob/three.js.git

### Change log

[Releases](https://github.com/mrdoob/three.js/releases)