

WEBGL #1

Three.js

Mar 09, 2015 - 이준호

READY

- 예제 & 실습 - <https://github.com/projectBS/webGL>
- Three.js - <https://github.com/mrdoob/three.js>
- Editor - <https://www.jetbrains.com/idea>
- GitHub Tool (GUI) - <http://www.sourcetreeapp.com>
- BSWebGL - <https://github.com/projectBS/bsWebGL>
- BSWebGL Blog - <http://www.bswebgl.com>

Three.js makes easy...

- Creating Simple and complex 3D geometries
- Animating and moving objects through a 3D scene
- Applying textures and materials to your objects
- Loading objects from 3D modeling software
- Creating 2D sprite-based graphics

Three.js Core

- Scene
- Camera
- Renderer
- Object3D (Mesh [Geometry, Material])
- Light

<http://ligo.kr/r73>

색을 칠해보자.

Material

<http://ligo.kr/nhy>

Light

<http://ligo.kr/y70>

이동을 해보자.

Mesh.position

Vector3

<http://ligo.kr/uwt>

Stats, GUI

PERSPECTIVE, ORTHOGRAPHIC

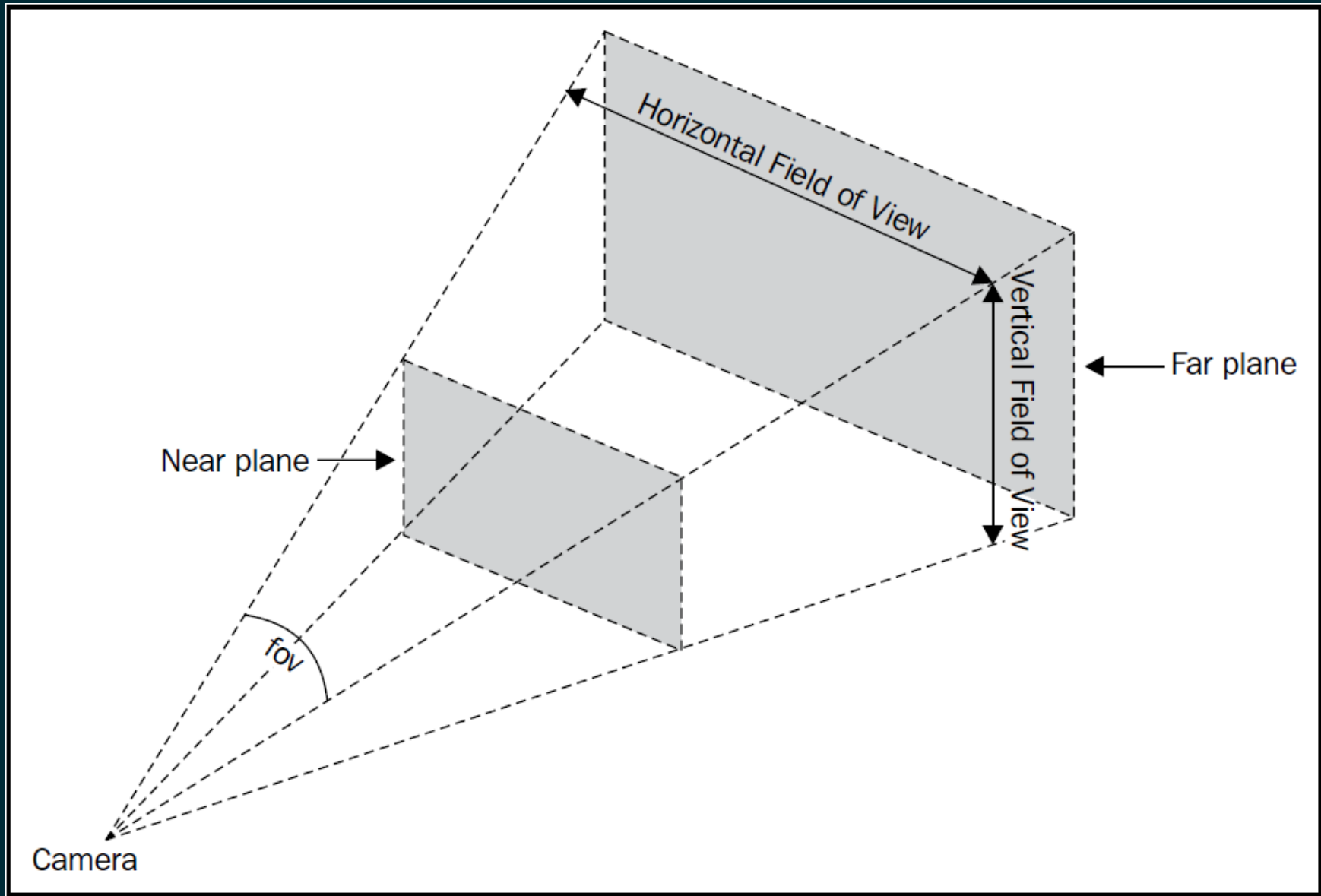
Camera

PerspectiveCamera

OrthographicCamera

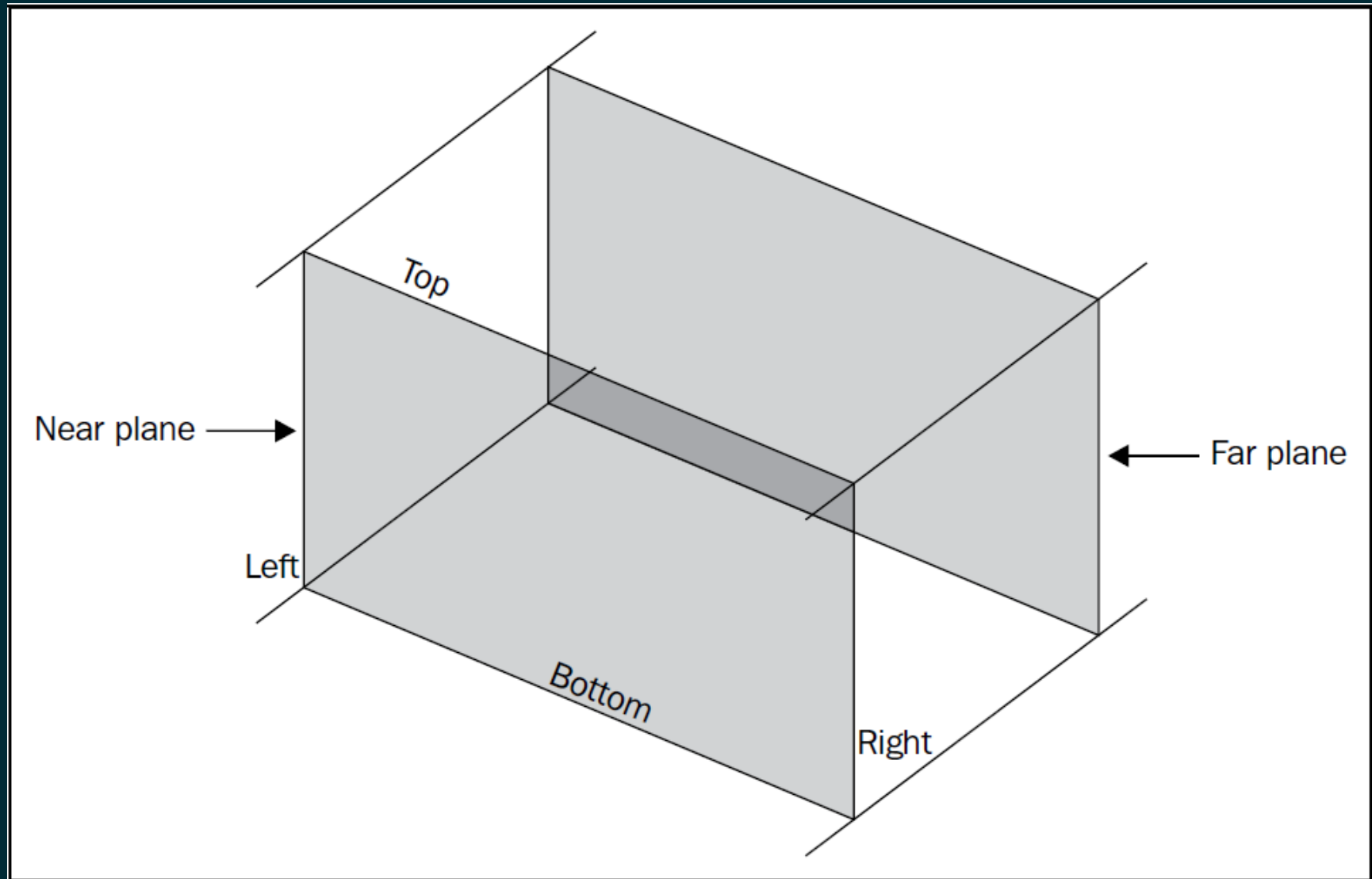
<http://ligo.kr/nye>

PerspectiveCamera



45, view width / view height, 0.1, 1000

OrthographicCamera



THANK YOU