



Behind the scenes of real-time fiber

Behind the scenes of react-three-fiber

- Create a new Scene
- Instantiate `three.js` objects for every component
- Compose all the `three.js` objects to be used in a scene graph
- Setup a new perspective camera at `[0, 0, 0]` and set it as default
- Setup a **render loop** with automatic render to screen
- Setup pointer events via raycasting on all meshes with `onPointer` props
- Automatically handle window resize

But wait, where's the **Lightning**?