



Basics of Three.js Library

Overview

- Three.js is a cross-browser JavaScript library whose source code is hosted in a repository on GitHub.
- Users can use Graphics Processing Units (GPU) to render 3D objects & graphics on a canvas.
- There is no requirement for any third-party plugin in order to run the code.
- Programming languages like JavaScript & HTML are needed to work on Three.js.
- Three.js's official documentation can be found at <https://threejs.org/docs/>.

How to include Three.js in our project?

Method 1 - Directly download the complete Three.js project from the web.

- Directly download the complete project from the Three.js's official website or other relevant sources and use the files from there.
- Once you download the project, simply open the **build** folder.
- Inside the **build** folder, you will find three scripts.
- Use them in your project.

How to include Three.js in our project?

Method 2 - Installing the package of Three.js using npm or yarn

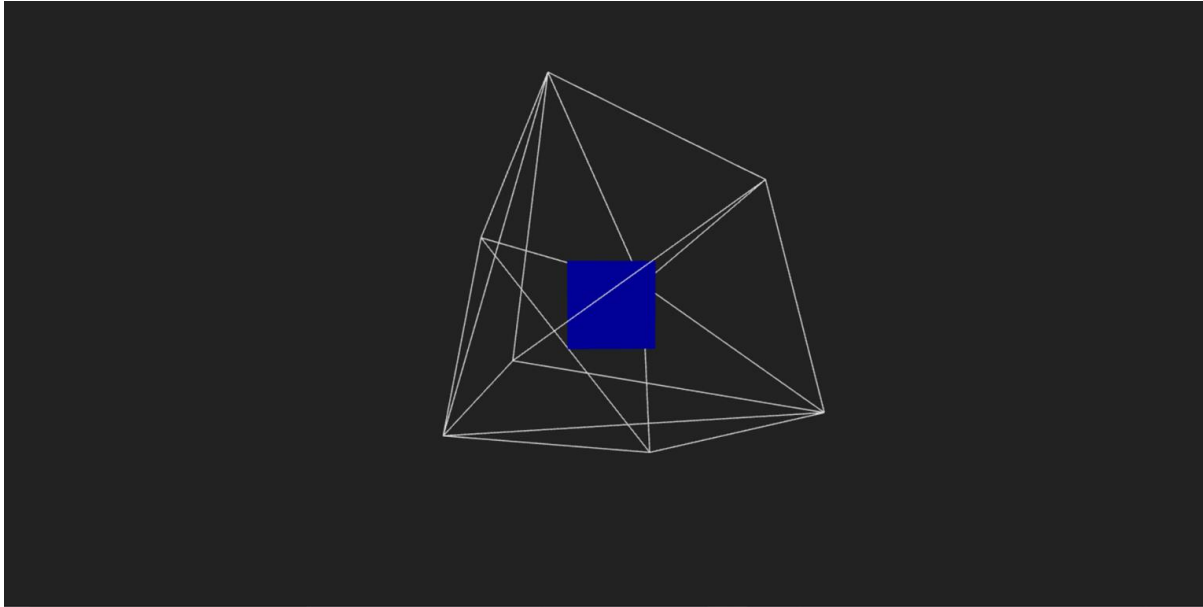
- If you have Node.js & NPM installed on your system, then you can easily install the packages of Three.js.
- To install Three.js, open your command prompt and type: **npm i three**.
- Next, you can import three.js from the three.module.js file into your JavaScript file using the command:
import * as THREE from "three";
- If you want to install these packages using yarn, then open the terminal window and type in the following command: **yarn add three**

How to include Three.js in our project?

Method 3 - Installing using the CDN link.

- We can use the Content Delivery Network (CDN) to link files.
- We can use the following CDN links to include Three.js in our project:
www.cdnjs.com, www.jsdelivr.com

Hands-on Tutorial



THANK YOU!

Any Questions?

Visit

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