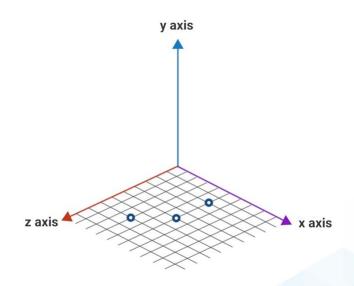


Basic to Advanced Techniques

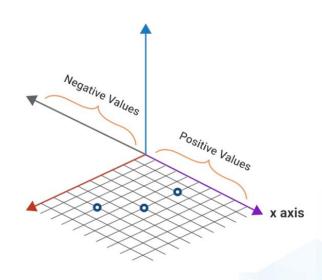






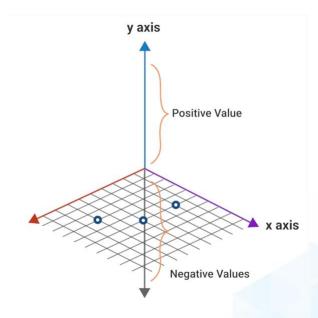






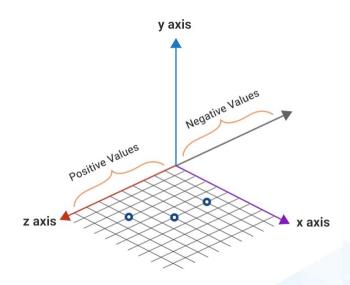










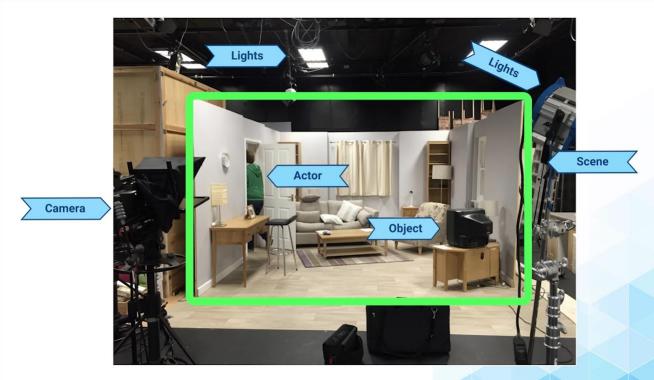




Placing elements on the HTML canvas and Three js

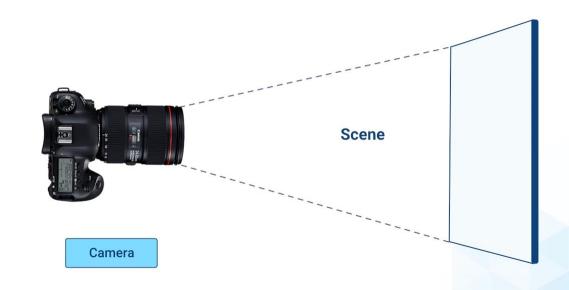


Placing elements on the Canvas



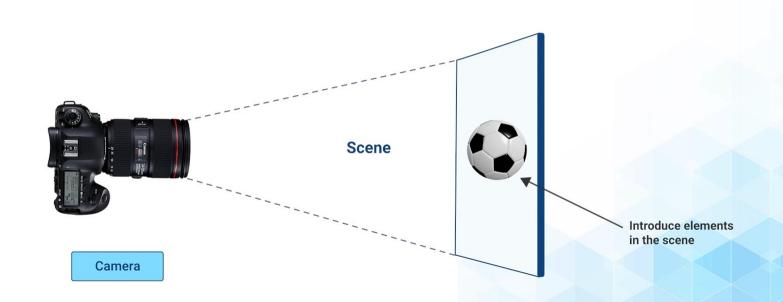












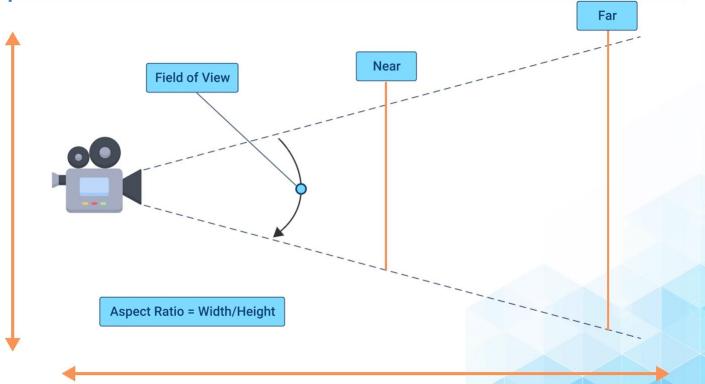




- Array Camera
- Cube Camera
- Stereo Camera
- Perspective Camera
- Orthographic Camera

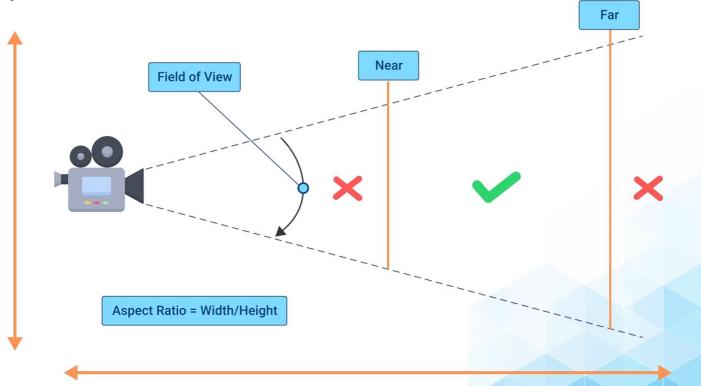
Perspective Camera





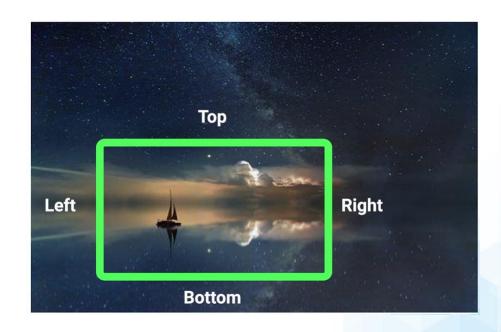
Perspective Camera





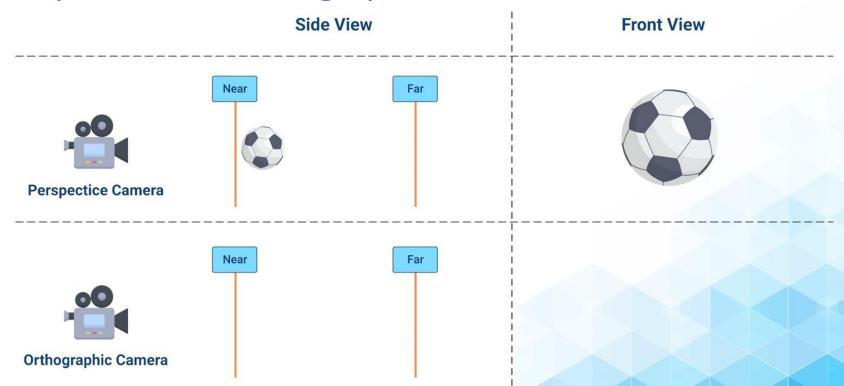






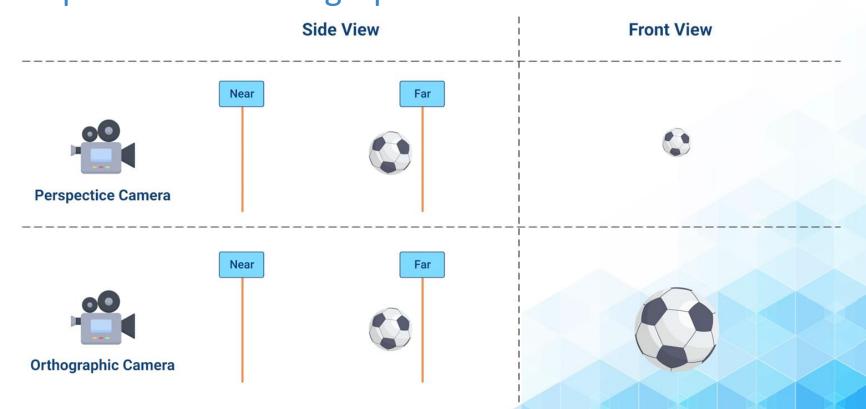
Perspective Vs. Orthographic





Perspective Vs. Orthographic





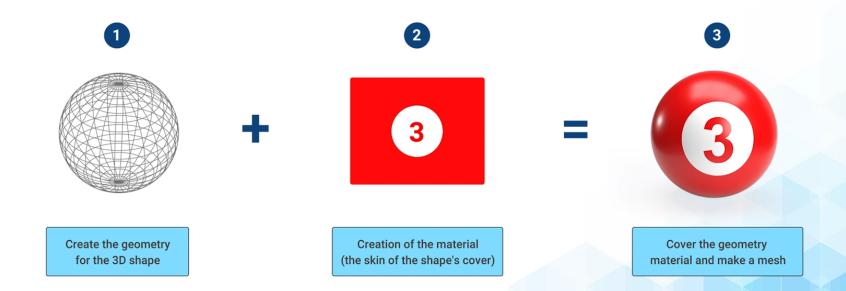
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How to create 3D elements in Three JS

How to create 3D elements in Three JS?



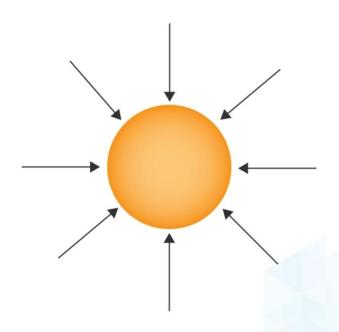




Lights in Three JS

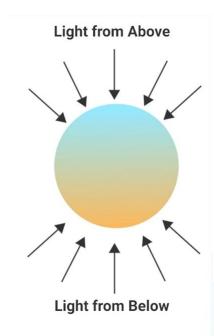
Ambient Light





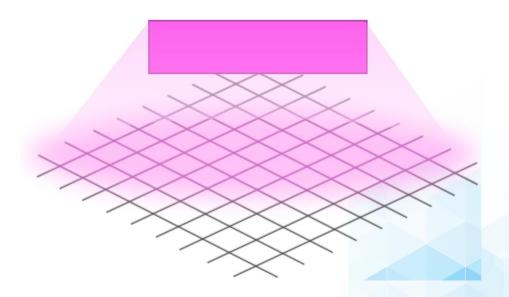
Hemisphere Light





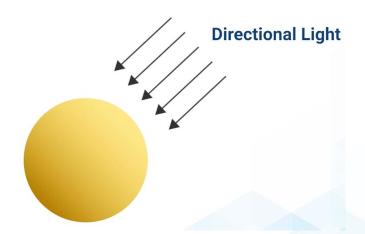
Rect Area Light





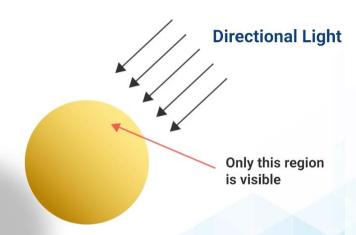
Directional Light





Directional Light

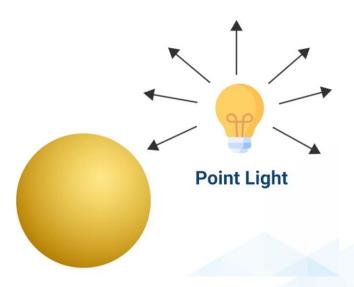




Directional Light produces shadows

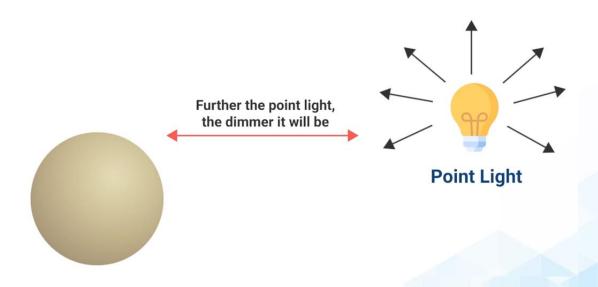
Point Lights





Point Lights





Spot Lights





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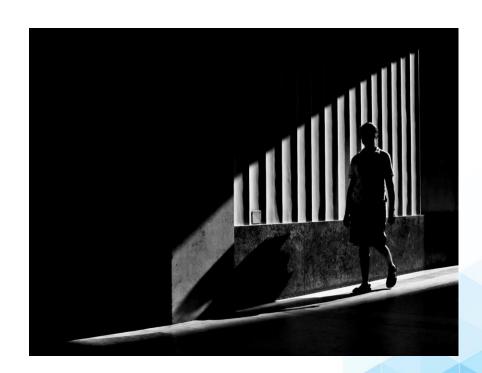




Shadows in Three JS









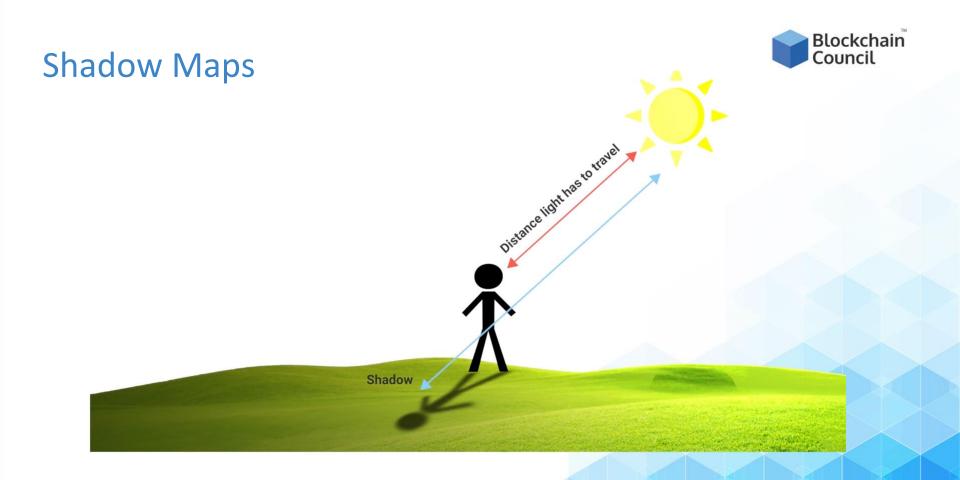
Shadow Maps

Shadow Maps













Shadows	No Shadows
Point	Ambient
Spot	Hemisphere
Directional	Rect Area





Shadow maps choices by three.js THREE.BasicShadowMap THREE.PCFShadowMap THREE.PCFSoftShadowMap

THREE.VSMShadowMap





Shadow maps choices by three.js

THREE.BasicShadowMap

THREE.PCFShadowMap

THREE.PCFSoftShadowMap

THREE.VSMShadowMap







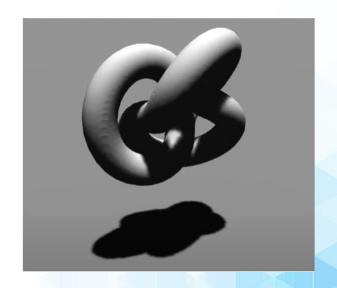
Shadow maps choices by three.js

THREE.BasicShadowMap

THREE.PCFShadowMap

THREE.PCFSoftShadowMap

THREE.VSMShadowMap







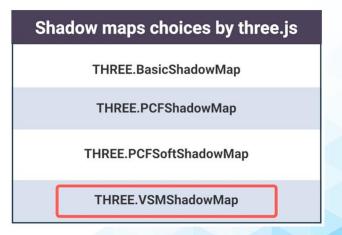
Shadow maps choices by three.js

THREE.BasicShadowMap

THREE.PCFShadowMap

THREE.PCFSoftShadowMap

THREE.VSMShadowMap



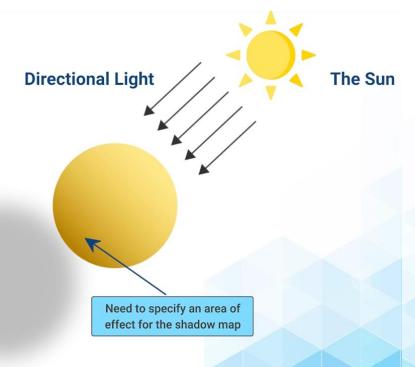
Shadows in Three JS













Fog

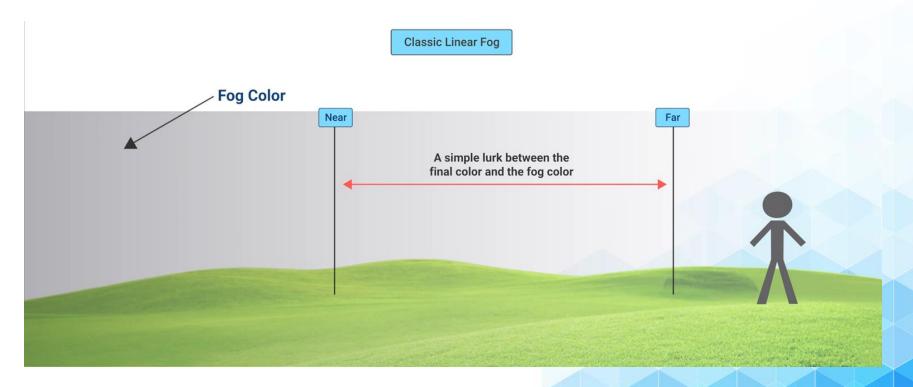












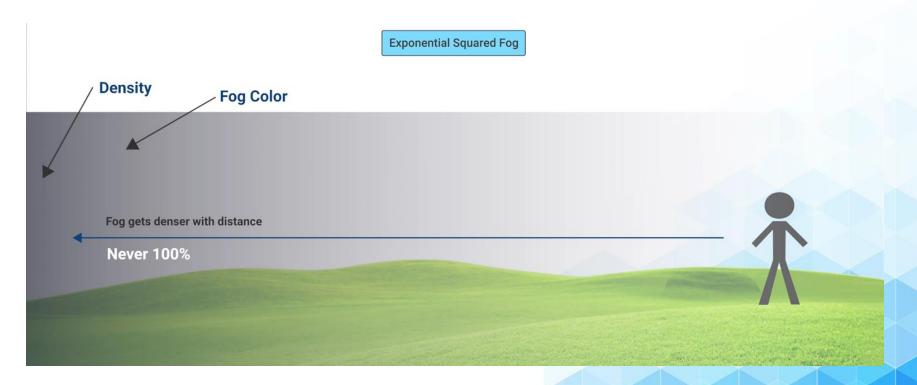


Exponential Squared Fog











THANK YOU!

Any Questions?

