.matrix : Matrix4

The local transform matrix.

### .matrixWorld : Matrix4

The global transform of the object. If the Object3D has no parent, then it's identical to the local transform .matrix.

如果Object3D对象有parent，则他的**matrixWorld 是**matrix \*parentMatrix

### .position : Vector3

A Vector3 representing the object's local position. Default is (0, 0, 0).

.position代表对象的局部位置