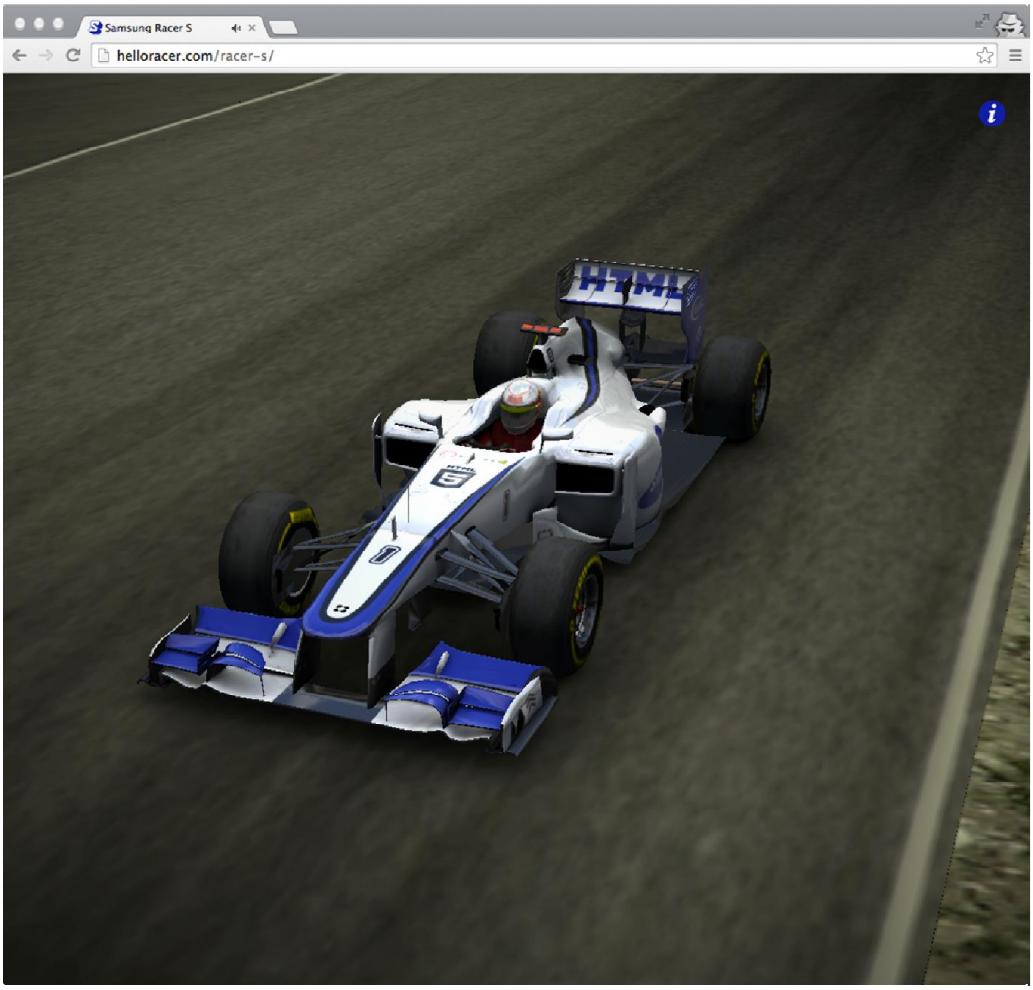
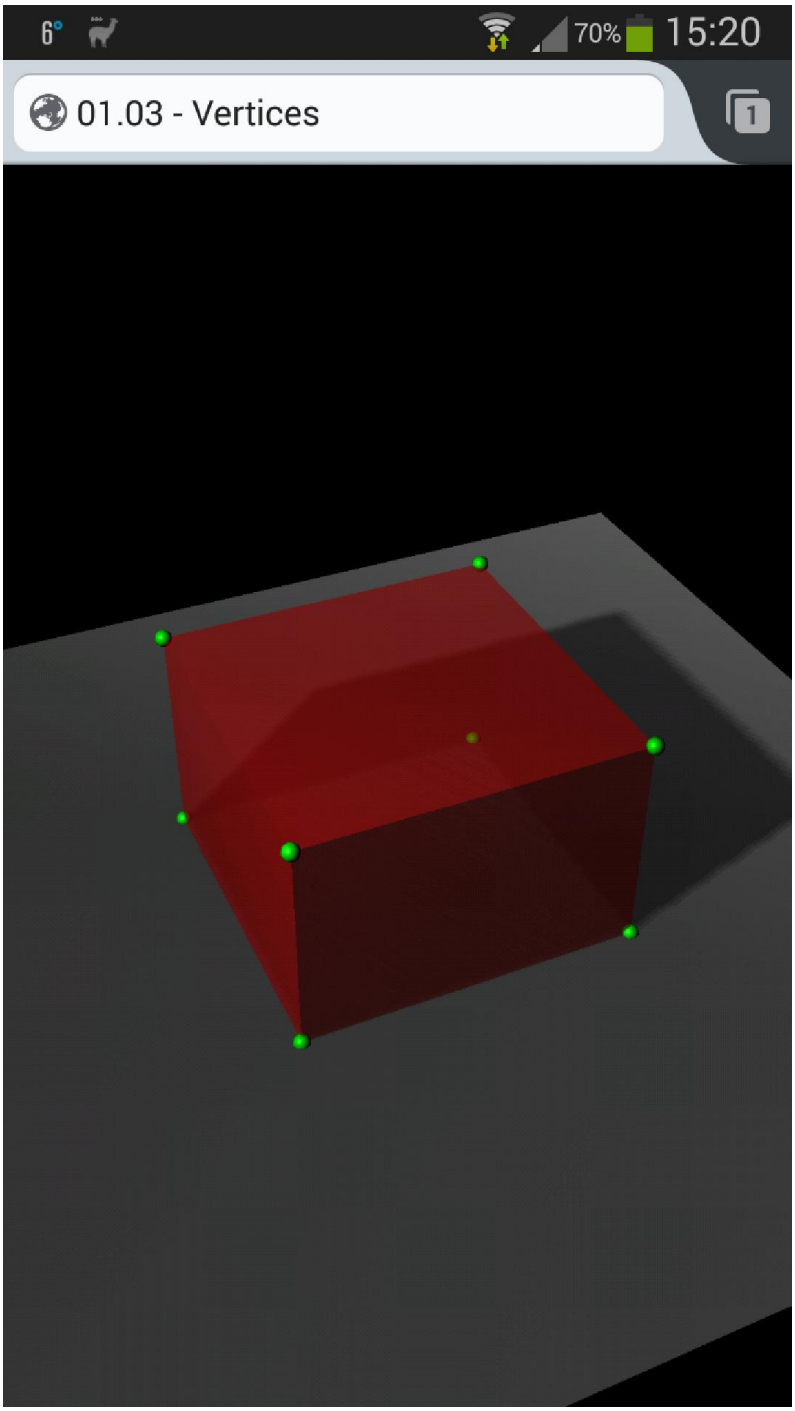
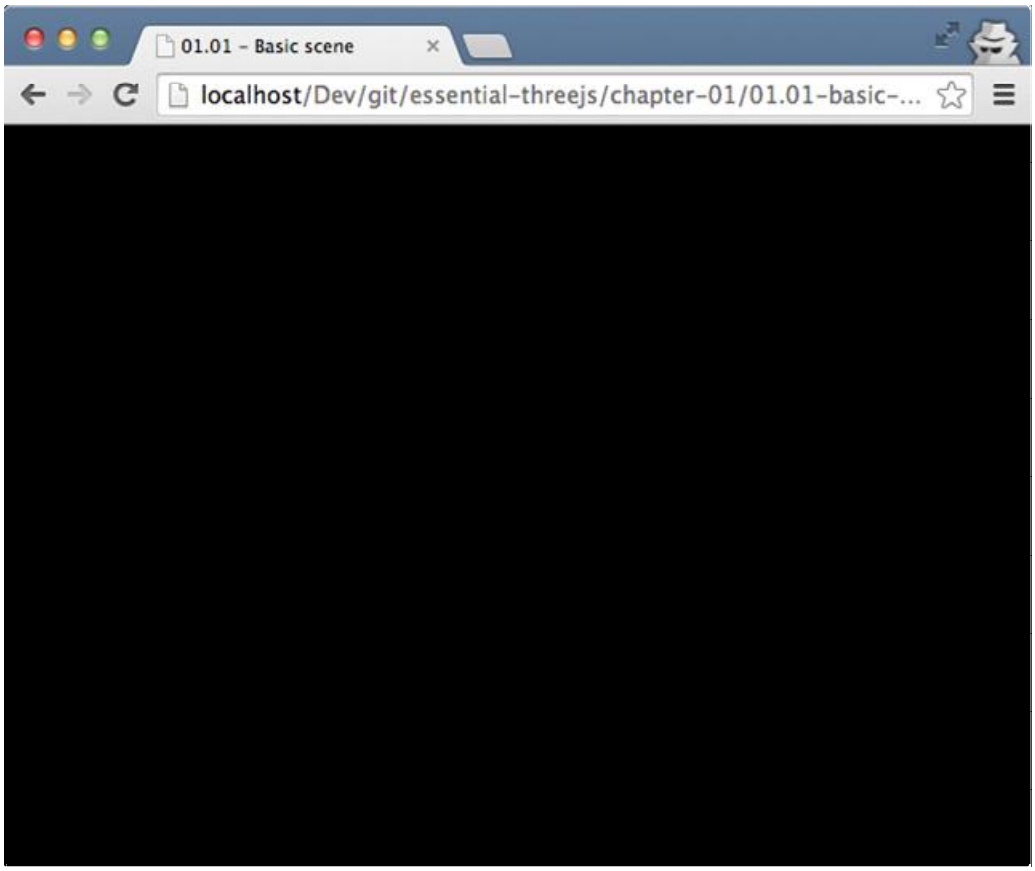
Chapter 1, *Get Up and Running with Three.js*

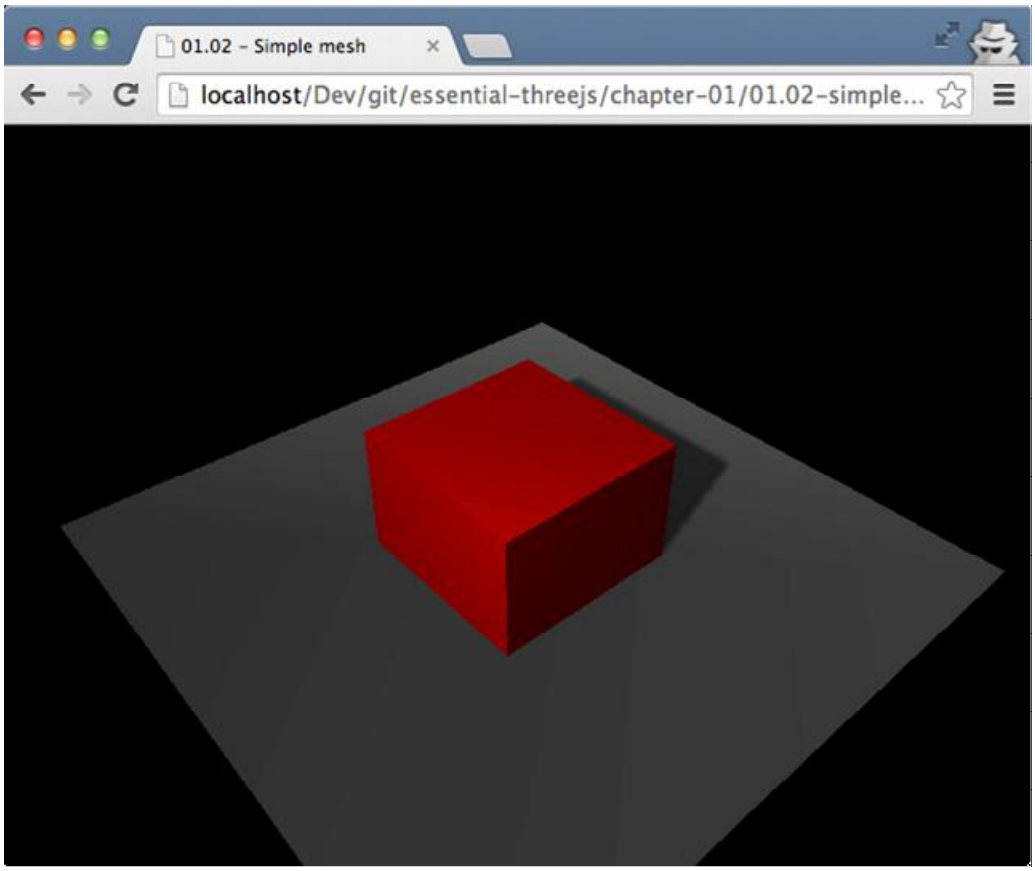

Samsung Racer S
helloracer.com/racer-s/
HTML

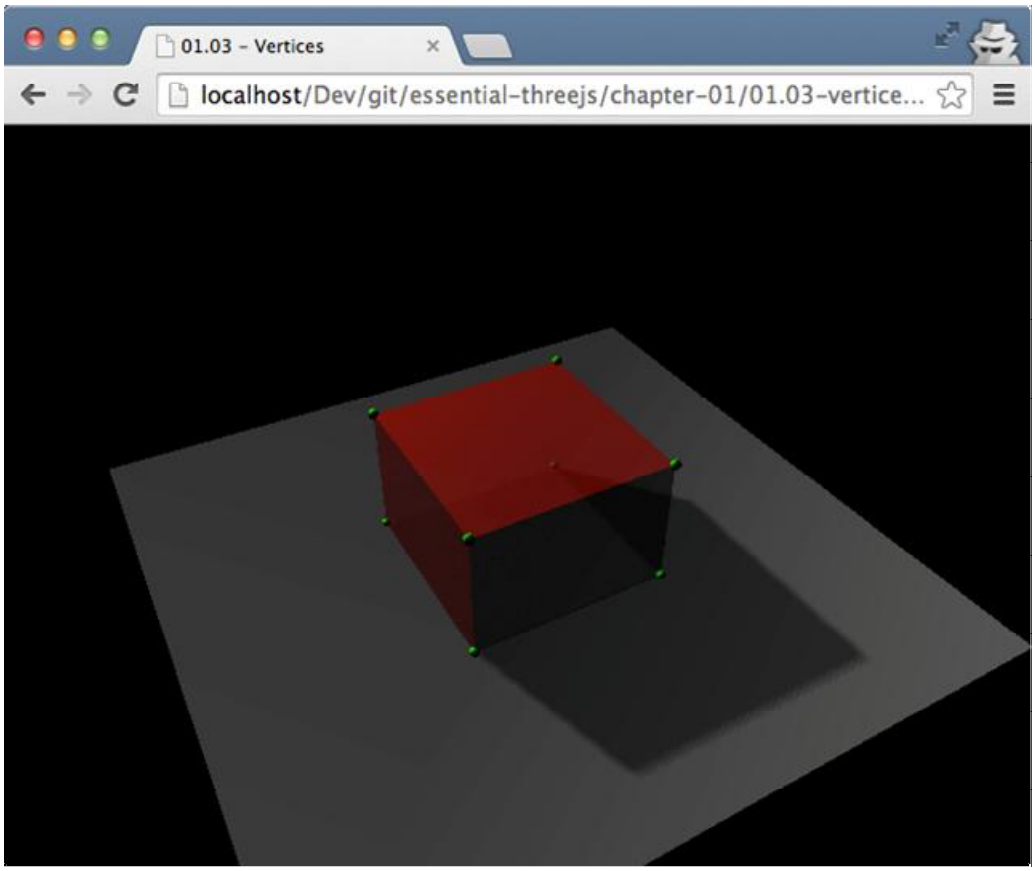

6°
70%
15:20
01.03 - Vertices
1

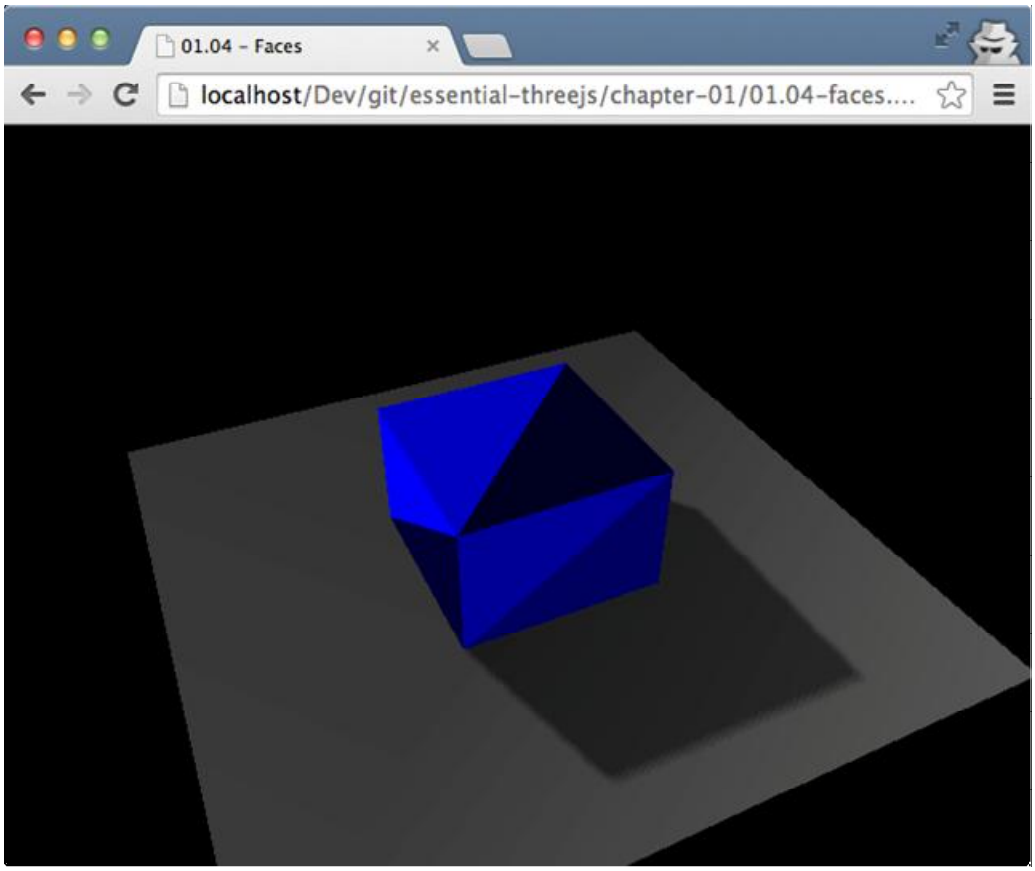
Index of /Dev/git/essential-threejs

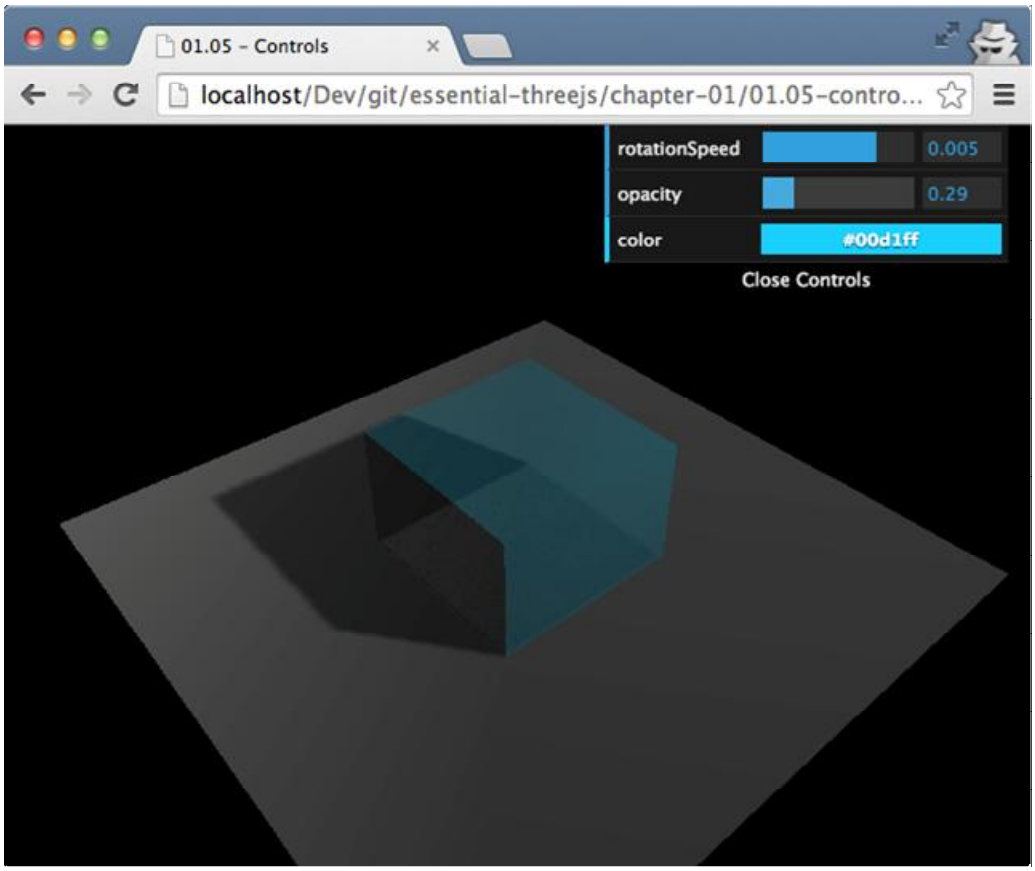
Name	Last modified	Size	Description
Parent Directory		-	
assets/	02-May-2014 09:04	-	
chapter-01/	07-Feb-2014 16:28	-	
chapter-02/	23-Feb-2014 09:29	-	
chapter-03/	09-Mar-2014 07:51	-	
chapter-04/	26-Mar-2014 19:25	-	
chapter-05/	06-Apr-2014 13:25	-	
chapter-06/	19-Apr-2014 08:20	-	
chapter-07/	04-May-2014 08:37	-	
libs/	04-May-2014 08:51	-	

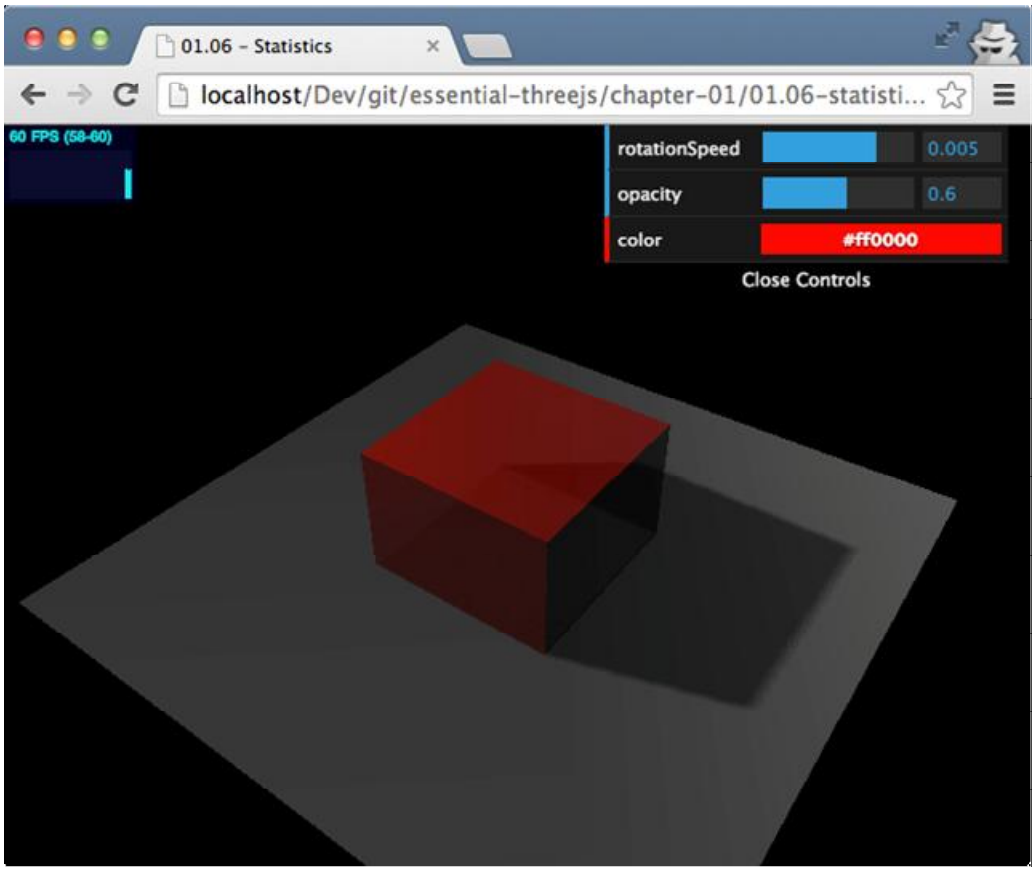

01.01 - Basic scene
localhost/Dev/git/essential-threejs/chapter-01/01.01-basic-...

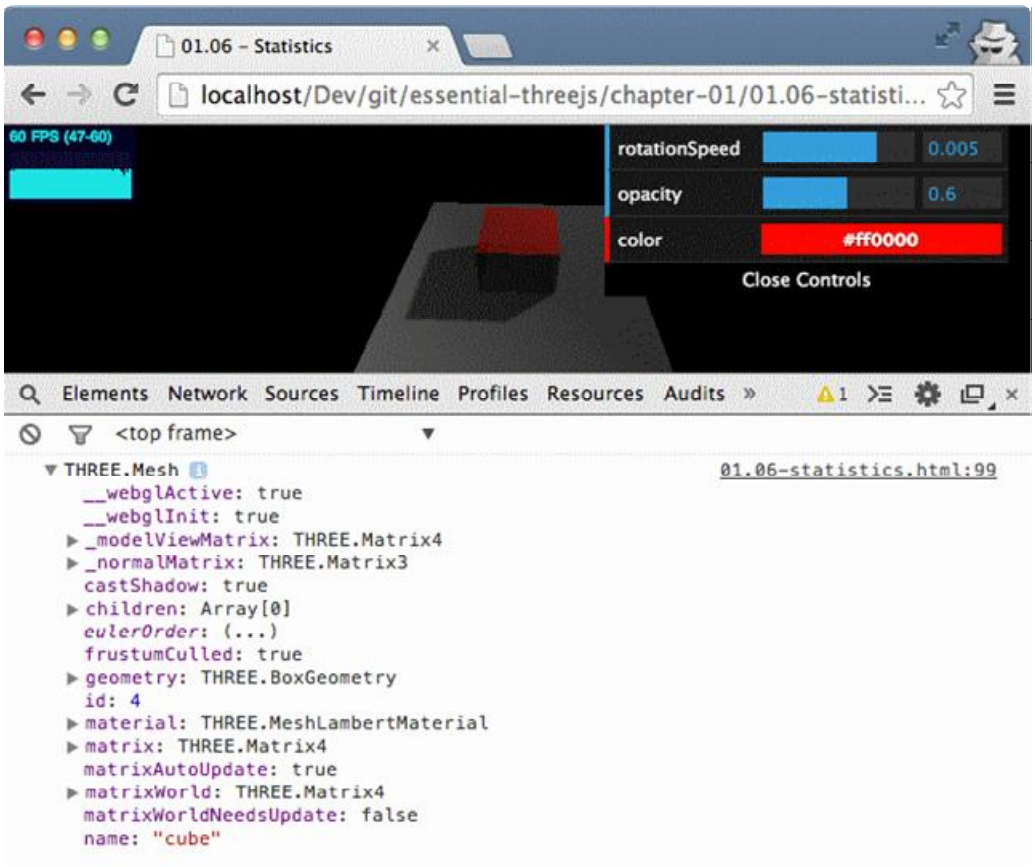

01.02 - Simple mesh
localhost/Dev/git/essential-threejs/chapter-01/01.02-simple...

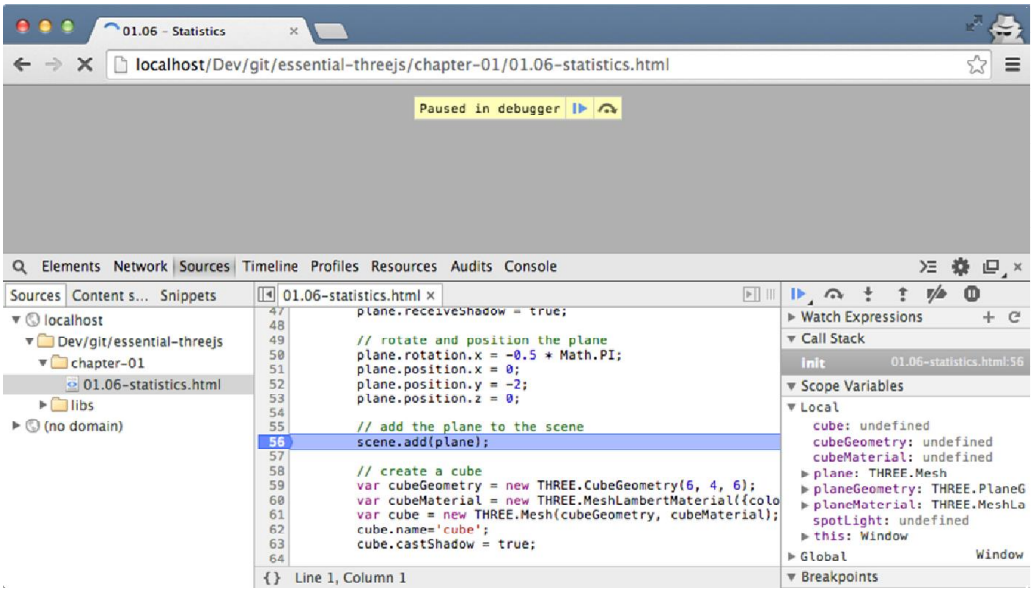

01.03 - Vertices
localhost/Dev/git/essential-threejs/chapter-01/01.03-vertice...

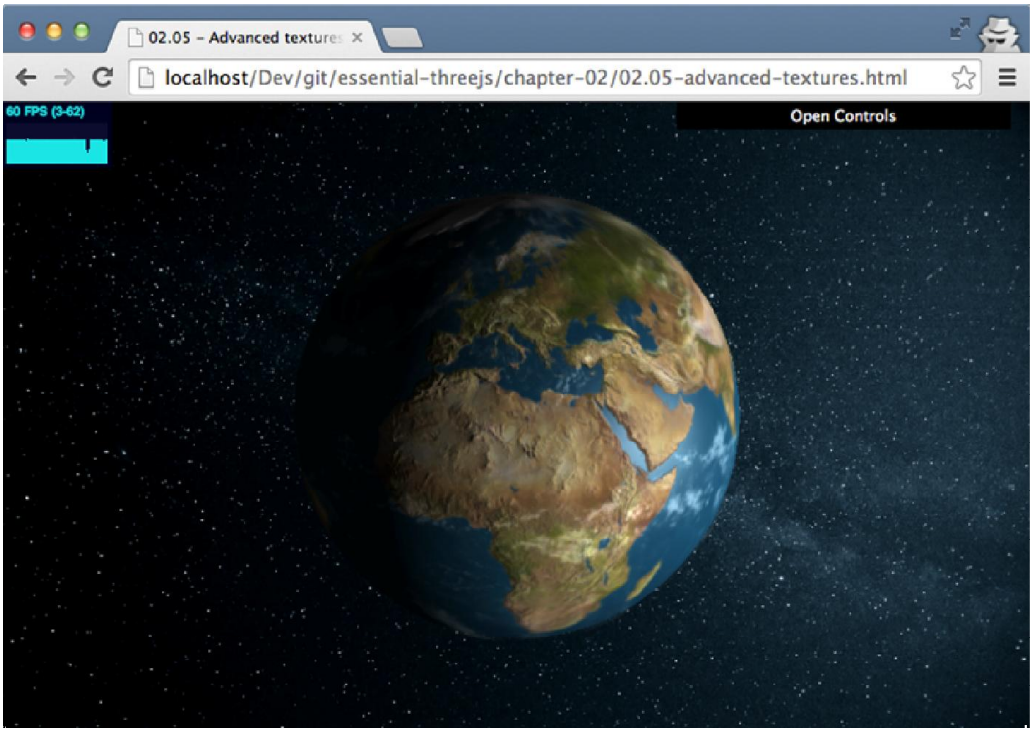

01.04 - Faces
localhost/Dev/git/essential-threejs/chapter-01/01.04-faces....

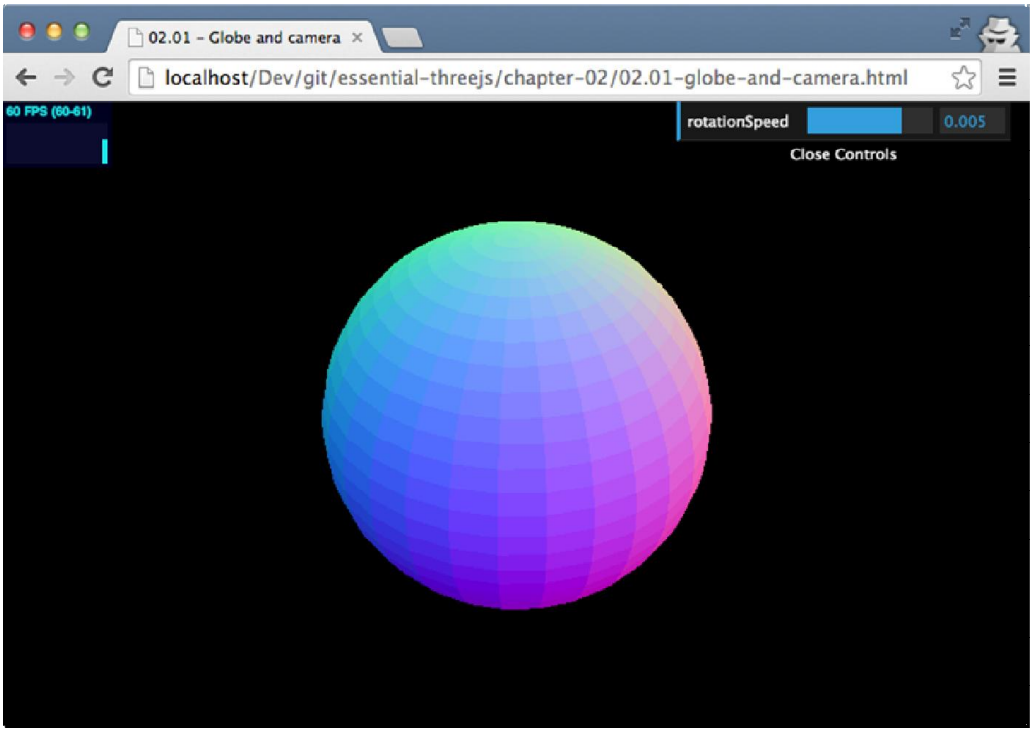

01.05 - Controls
localhost/Dev/git/essential-threejs/chapter-01/01.05-contro...
rotationSpeed
0.005
opacity
0.29
color
#00d1ff
Close Controls

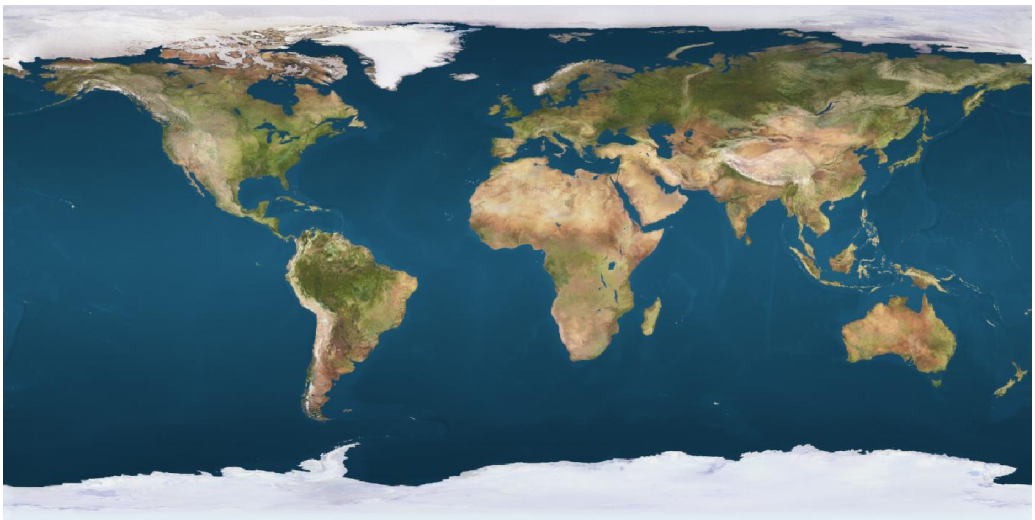

01.06 - Statistics
localhost/Dev/git/essential-threejs/chapter-01/01.06-statisti...
60 FPS (58-60)
rotationSpeed
0.005
opacity
0.6
color
#ff0000
Close Controls

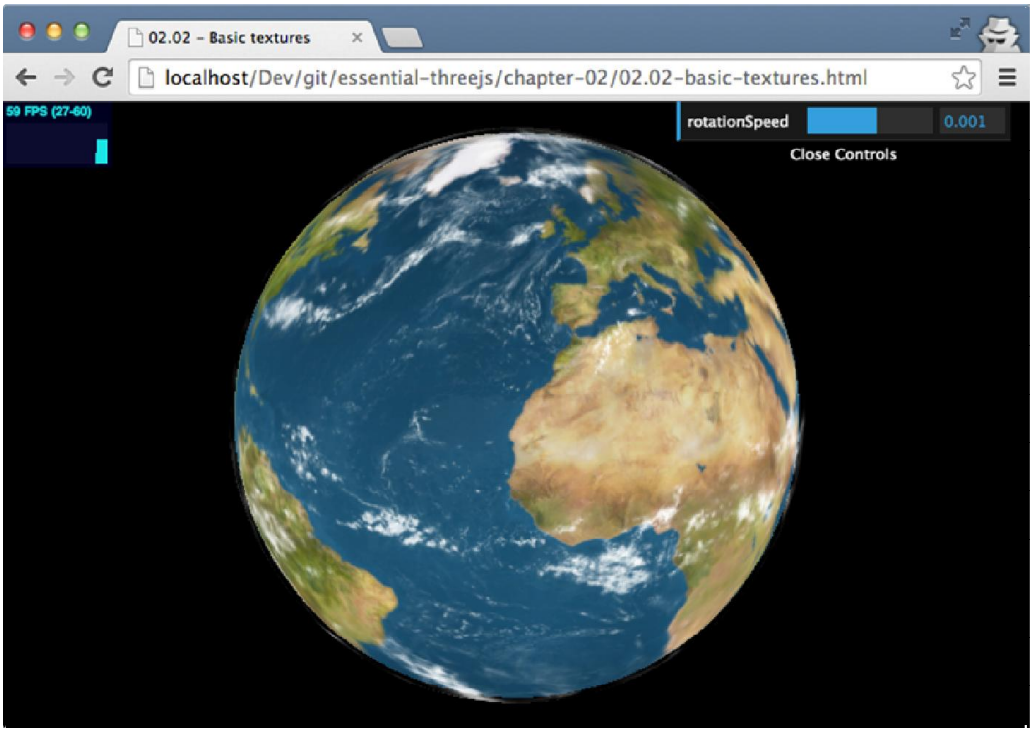

01.06 - Statistics
localhost/Dev/git/essential-threejs/chapter-01/01.06-statisti...
60 FPS (47-60)
rotationSpeed
0.005
opacity
0.6
color
#ff0000
Close Controls
Elements
Network
Sources
Timeline
Profiles
Resources
Audits
<top frame>
THREE.Mesh
01.06-statistics.html:99
__webglActive: true
__webglInit: true
_modelViewMatrix: THREE.Matrix4
_normalMatrix: THREE.Matrix3
castShadow: true
children: Array[0]
eulerOrder: (...)
frustumCulled: true
geometry: THREE.BoxGeometry
id: 4
material: THREE.MeshLambertMaterial
matrix: THREE.Matrix4
matrixAutoUpdate: true
matrixWorld: THREE.Matrix4
matrixWorldNeedsUpdate: false
name: "cube"

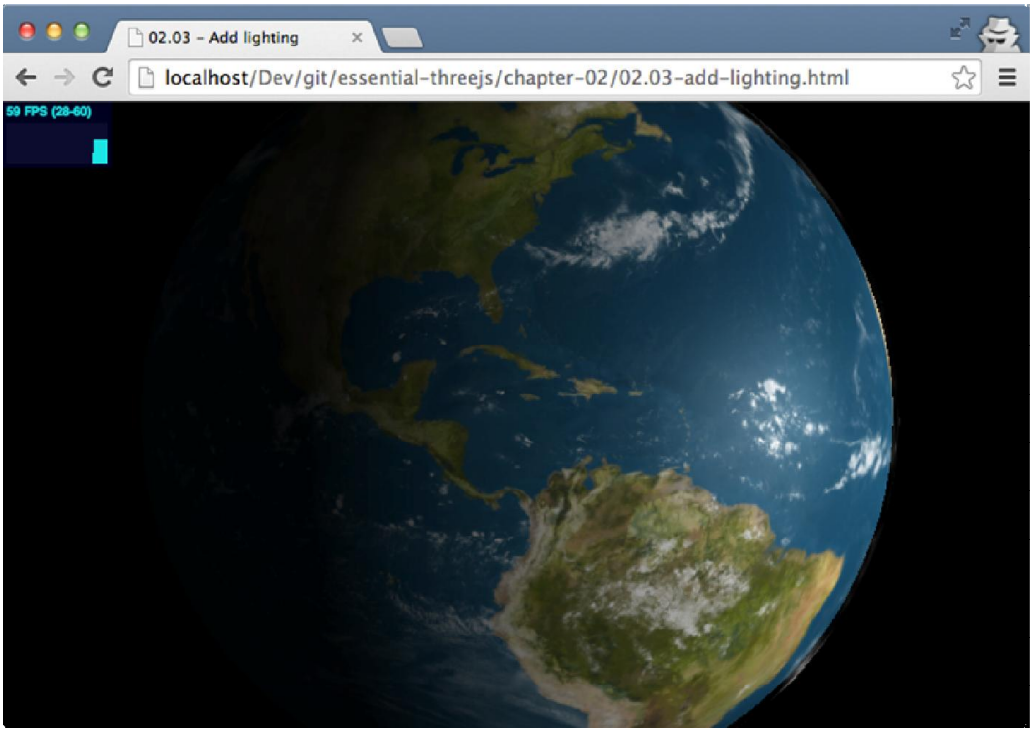

01.06 - Statistics
localhost/Dev/git/essential-threejs/chapter-01/01.06-statistics.html
Paused in debugger
Elements Network Sources Timeline Profiles Resources Audits Console
Sources Content s... Snippets
localhost
Dev/git/essential-threejs
chapter-01
01.06-statistics.html
libs
(no domain)
01.06-statistics.html
plane.receiveShadow = true;
// rotate and position the plane
plane.rotation.x = -0.5 * Math.PI;
plane.position.x = 0;
plane.position.y = -2;
plane.position.z = 0;
// add the plane to the scene
scene.add(plane);
// create a cube
var cubeGeometry = new THREE.CubeGeometry(6, 4, 6);
var cubeMaterial = new THREE.MeshLambertMaterial({colo
var cube = new THREE.Mesh(cubeGeometry, cubeMaterial);
cube.name='cube';
cube.castShadow = true;
{} Line 1, Column 1
Watch Expressions
Call Stack
init 01.06-statistics.html:56
Scope Variables
Local
cube: undefined
cubeGeometry: undefined
cubeMaterial: undefined
plane: THREE.Mesh
planeGeometry: THREE.PlaneG
planeMaterial: THREE.MeshLa
spotLight: undefined
this: Window
Global Window
Breakpoints

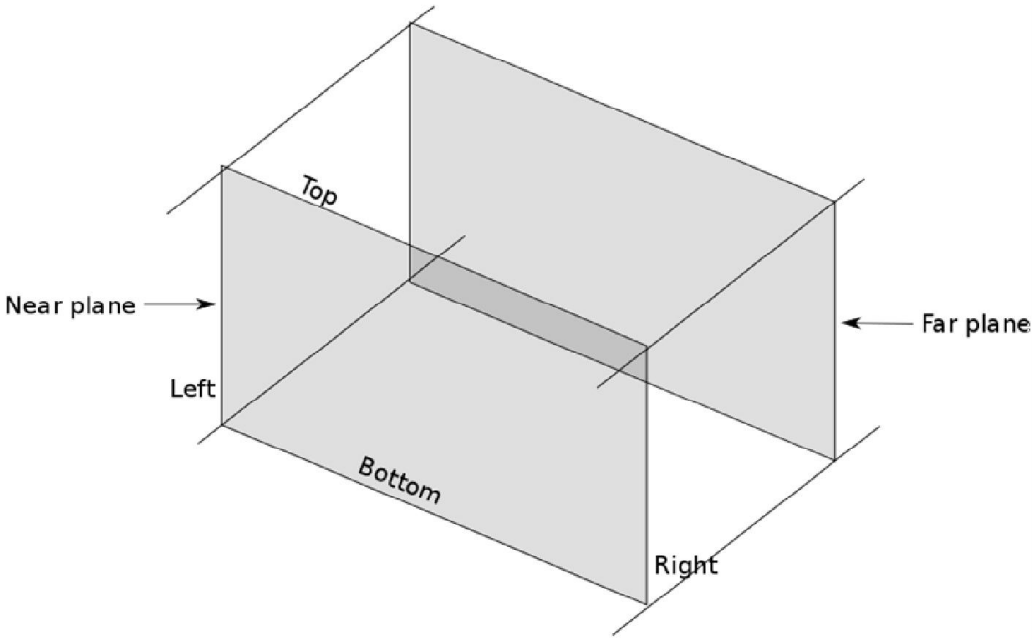

02.05 - Advanced texture
localhost/Dev/git/essential-threejs/chapter-02/02.05-advanced-textures.html
60 FPS (3-62)
Open Controls

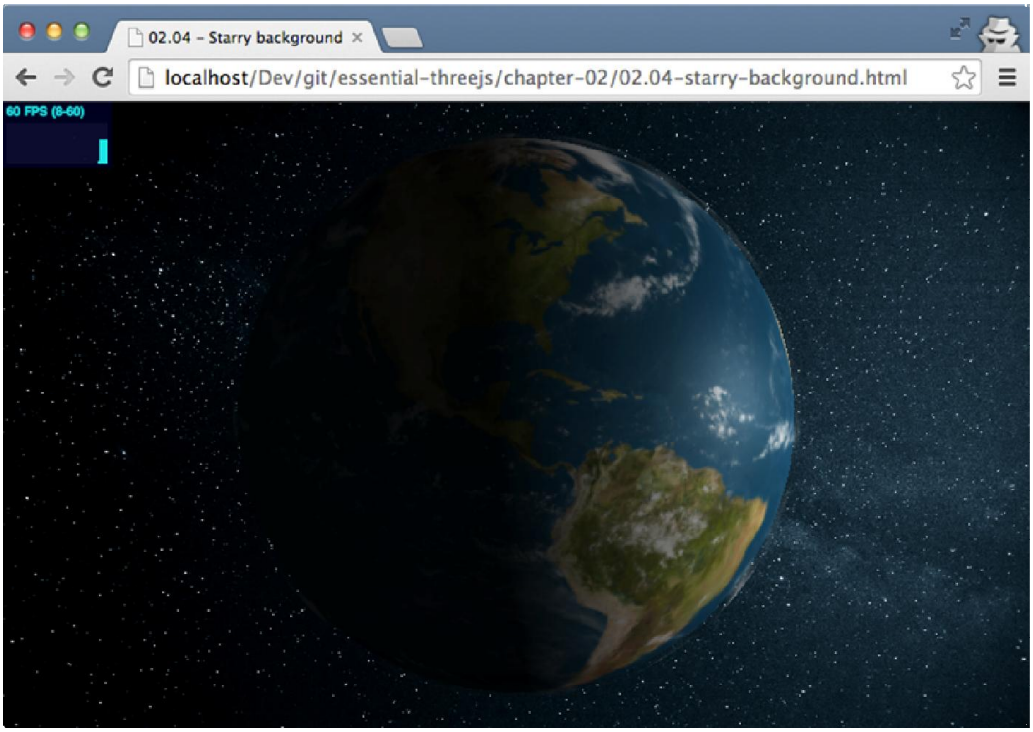

02.01 - Globe and camera
localhost/Dev/git/essential-threejs/chapter-02/02.01-globe-and-camera.html
60 FPS (60-61)
rotationSpeed
0.005
Close Controls

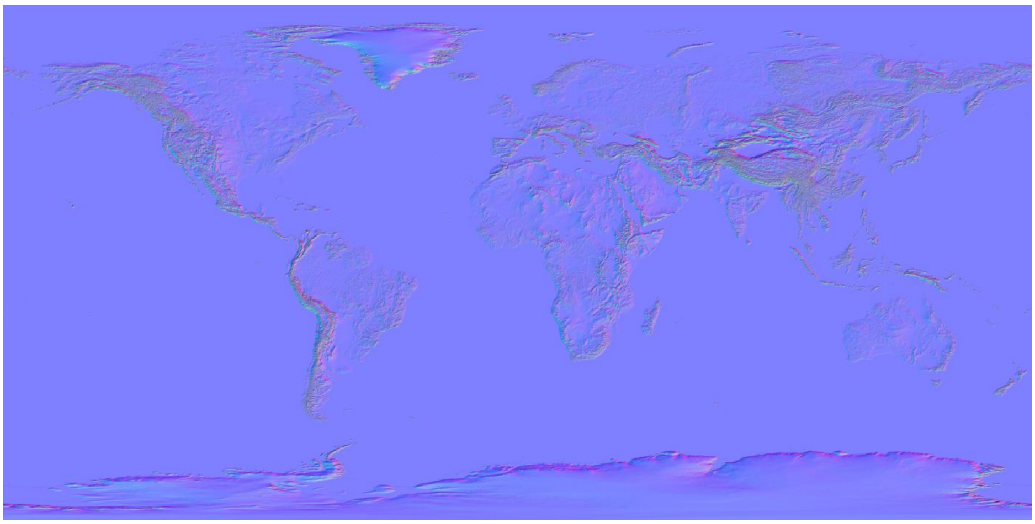


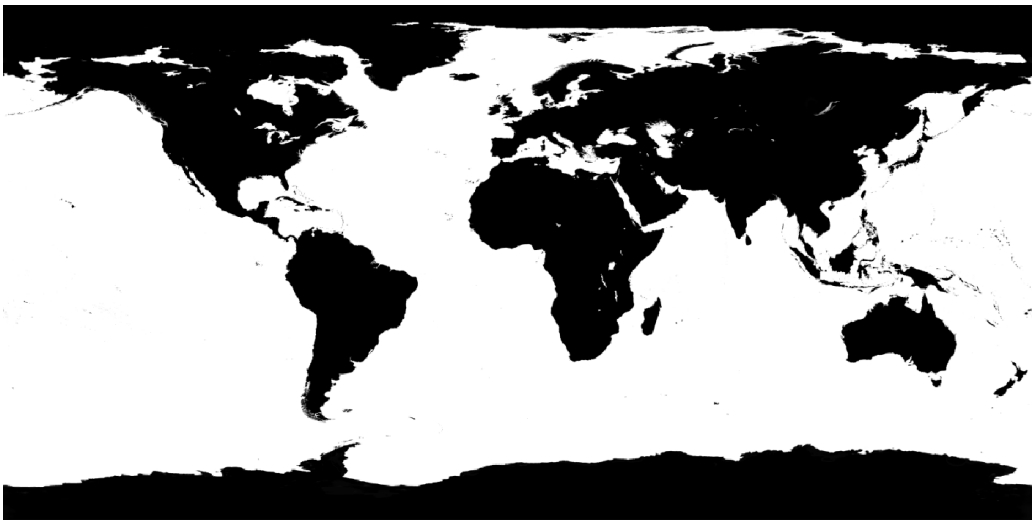

02.02 - Basic textures
localhost/Dev/git/essential-threejs/chapter-02/02.02-basic-textures.html
59 FPS (27-60)
rotationSpeed
0.001
Close Controls

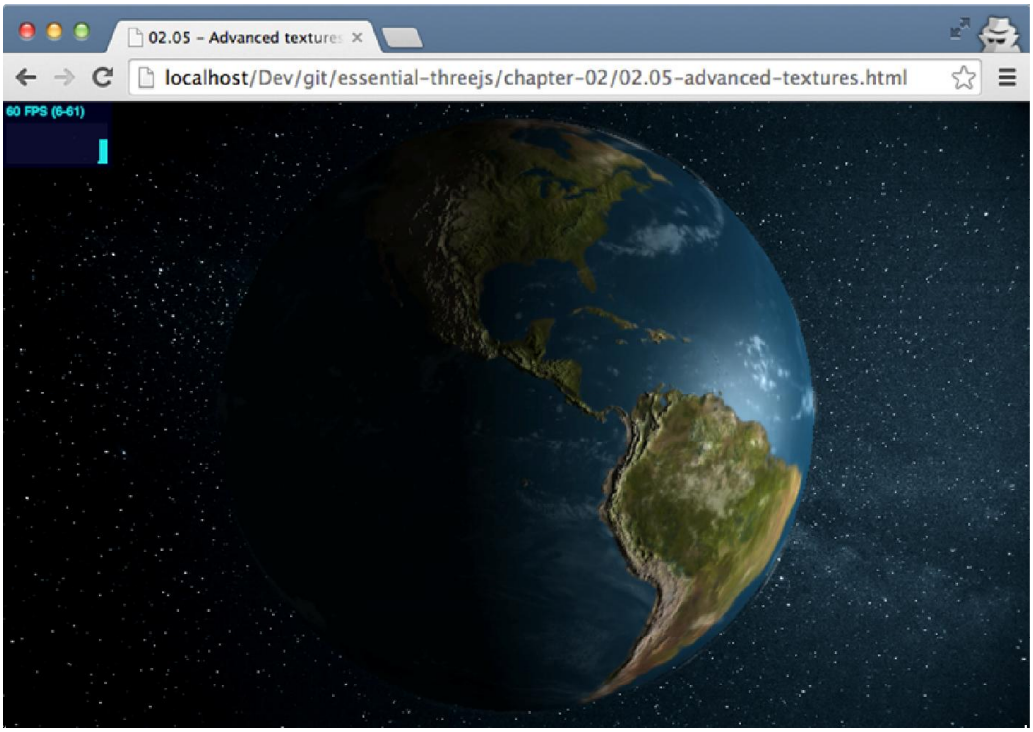

02.03 - Add lighting
localhost/Dev/git/essential-threejs/chapter-02/02.03-add-lighting.html
59 FPS (28-60)

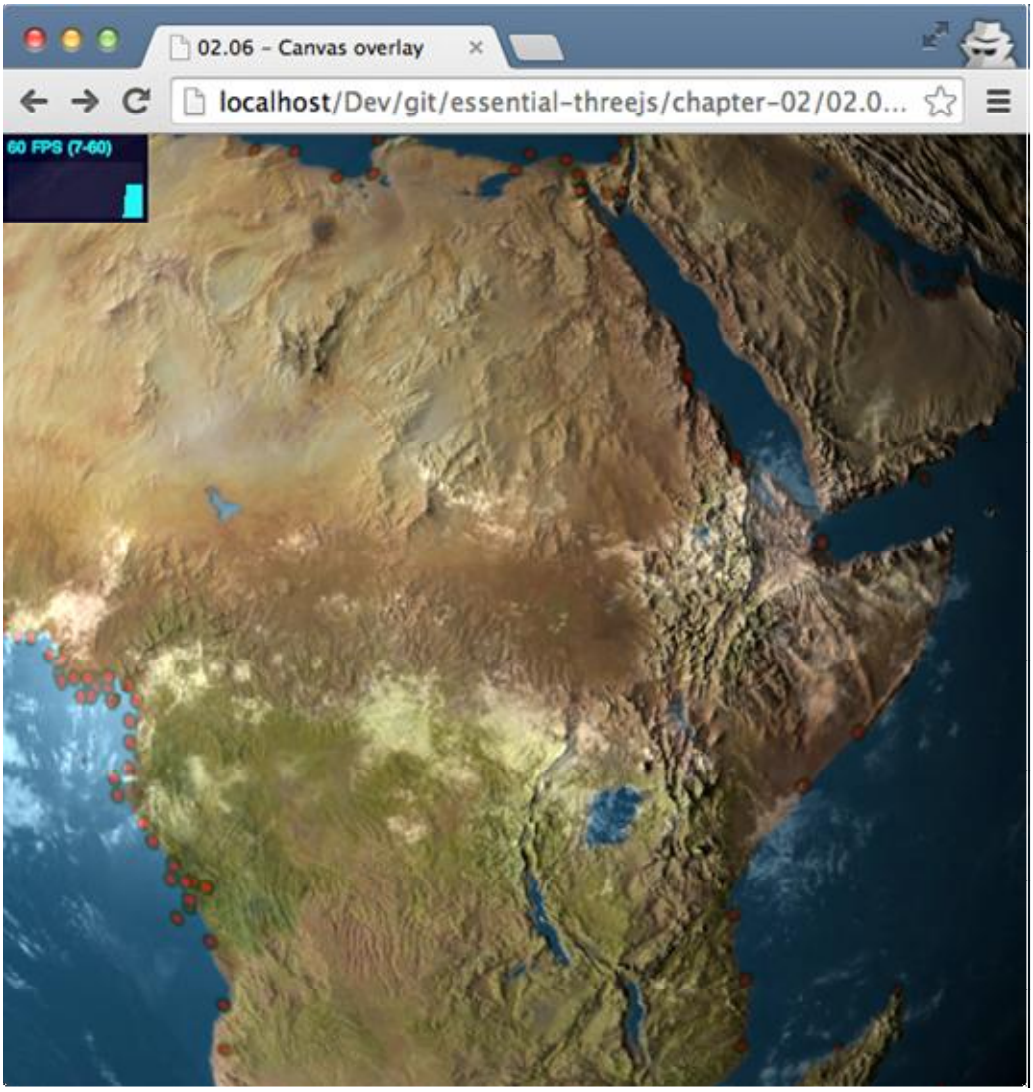

Top
Near plane
Far plane
Left
Bottom
Right


02.04 - Starry background
localhost/Dev/git/essential-threejs/chapter-02/02.04-starry-background.html
60 FPS (8-60)

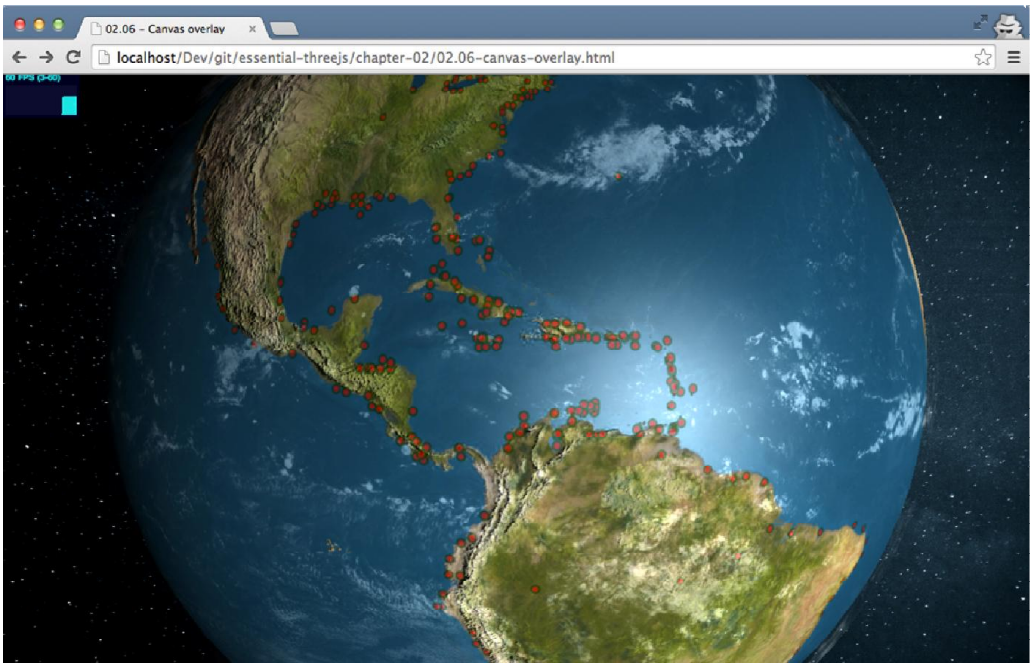




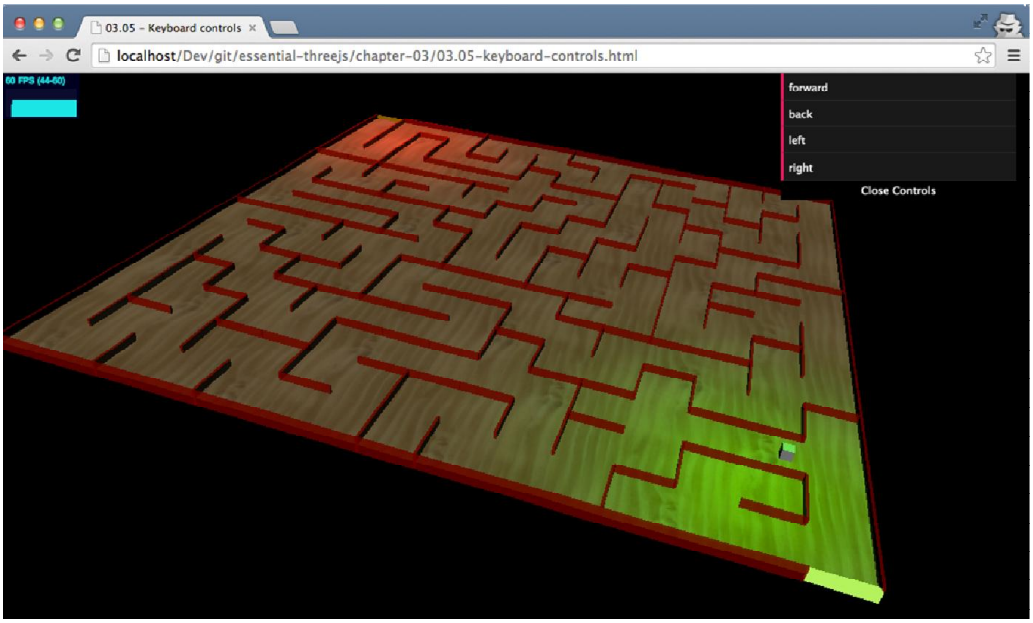

02.05 - Advanced texture
localhost/Dev/git/essential-threejs/chapter-02/02.05-advanced-textures.html
60 FPS (6-61)

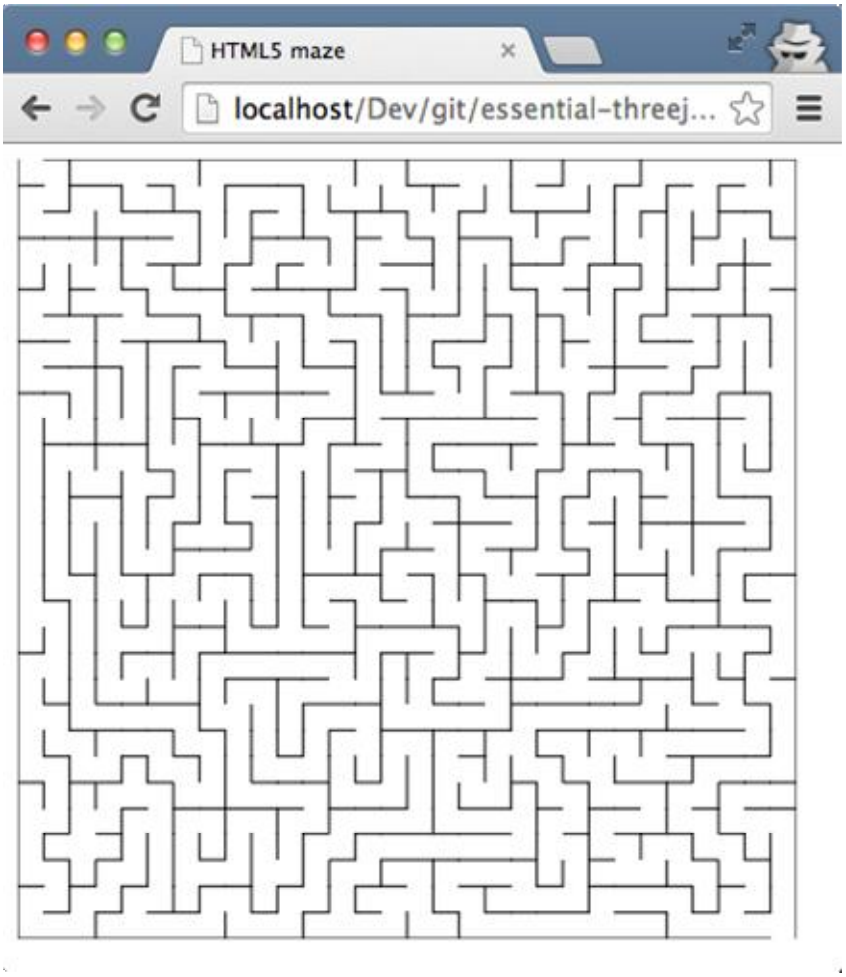

02.06 - Canvas overlay
localhost/Dev/git/essential-threejs/chapter-02/02.0...
60 FPS (7-60)

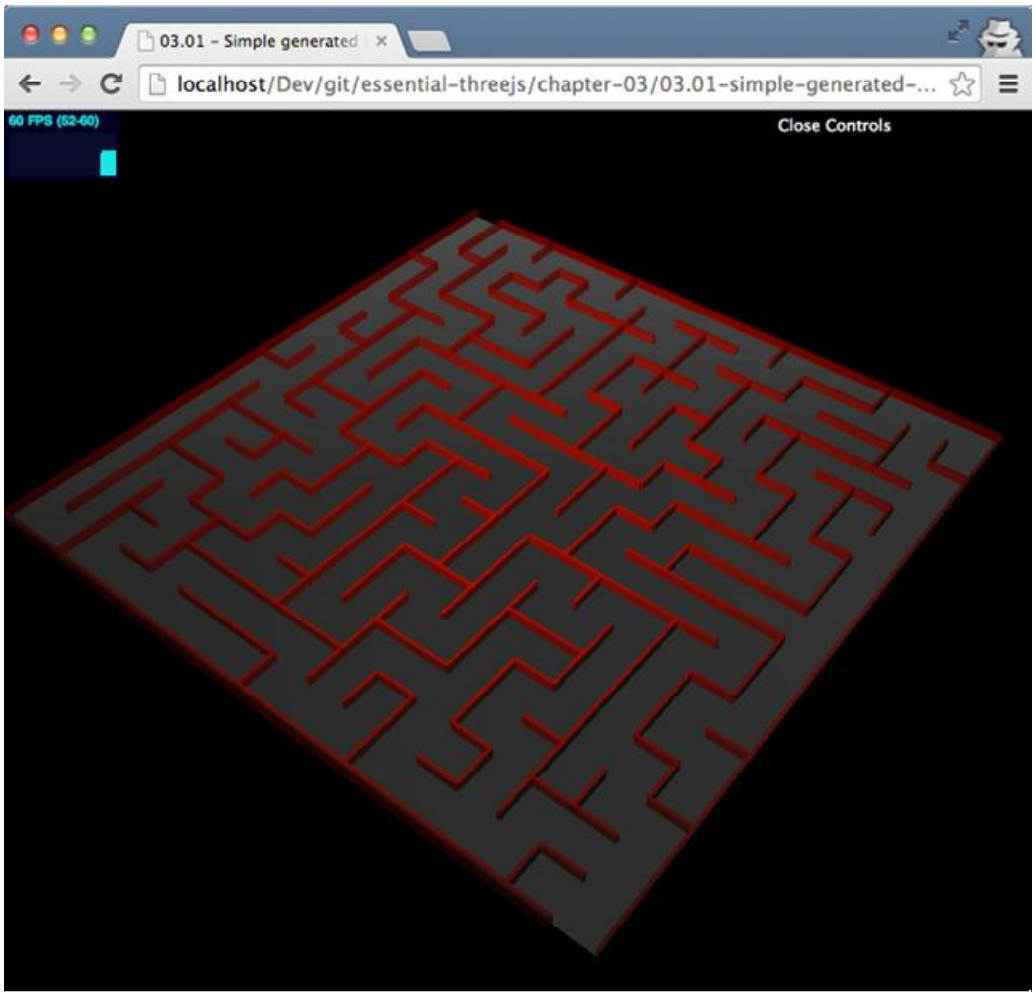
02.06 - Canvas overlay
localhost/Dev/git/essential-threejs/chapter-02/02.06-canvas-overlay.html

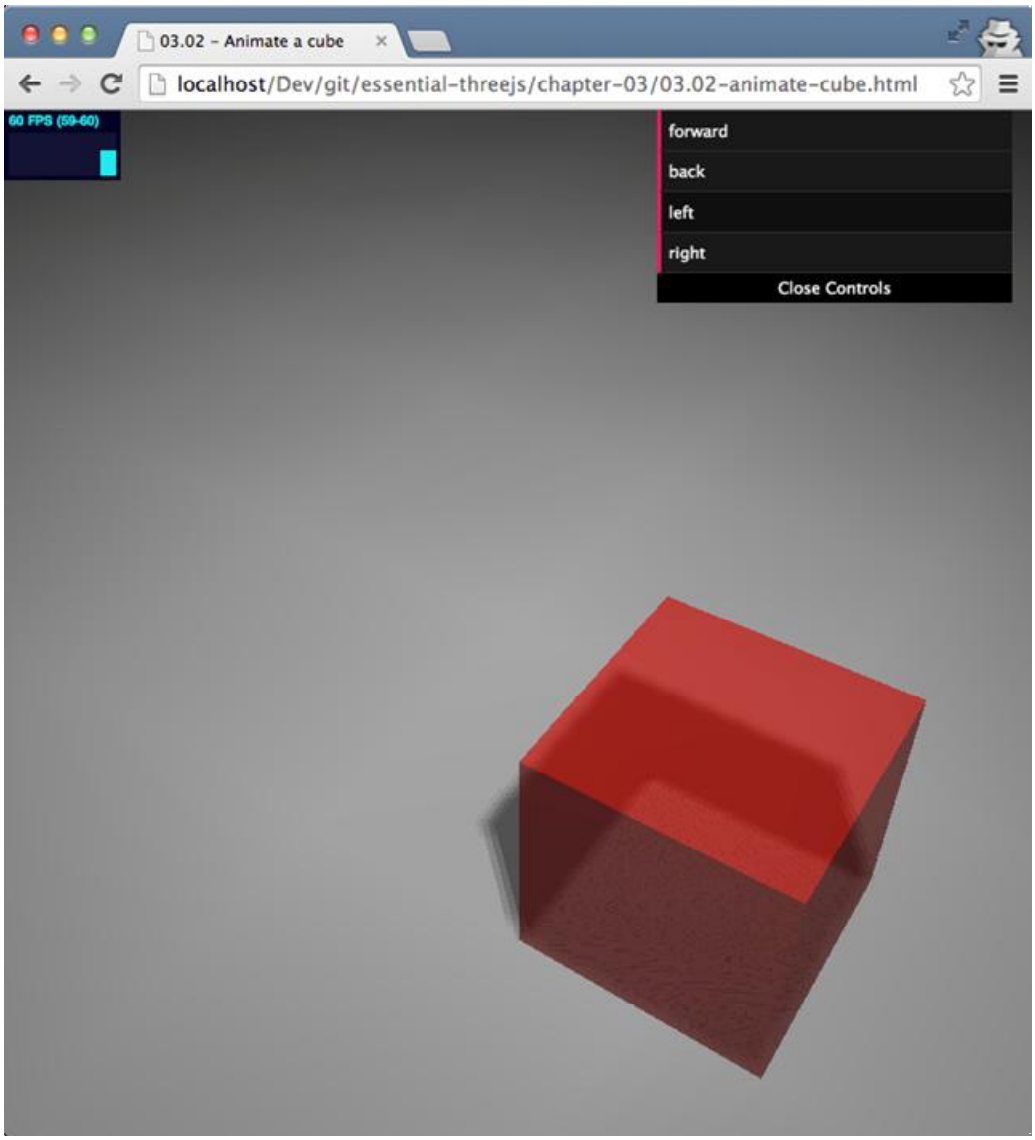

02.06 - Canvas overlay
localhost/Dev/git/essential-threejs/chapter-02/02.06-canvas-overlay.html

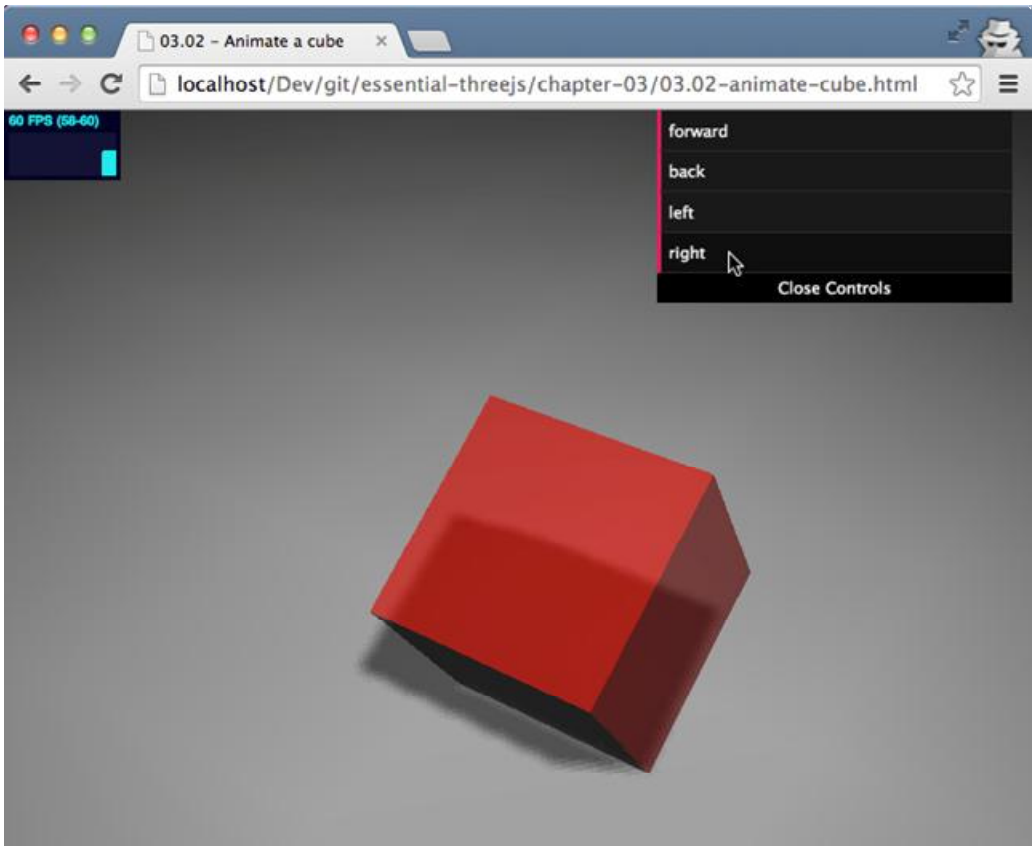
Chapter 3, *Navigate around a Randomly Generated Maze*

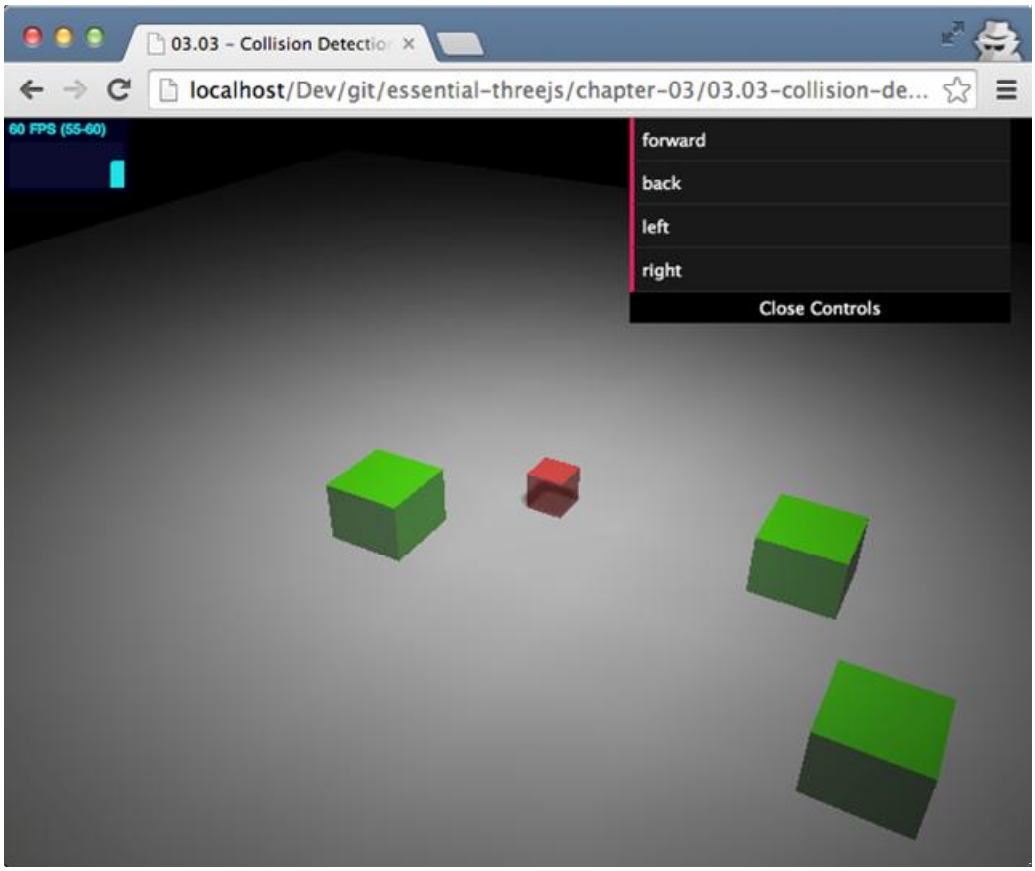

03.05 - Keyboard controls
localhost/Dev/git/essential-threejs/chapter-03/03.05-keyboard-controls.html
60 FPS (44-60)
forward
back
left
right
Close Controls

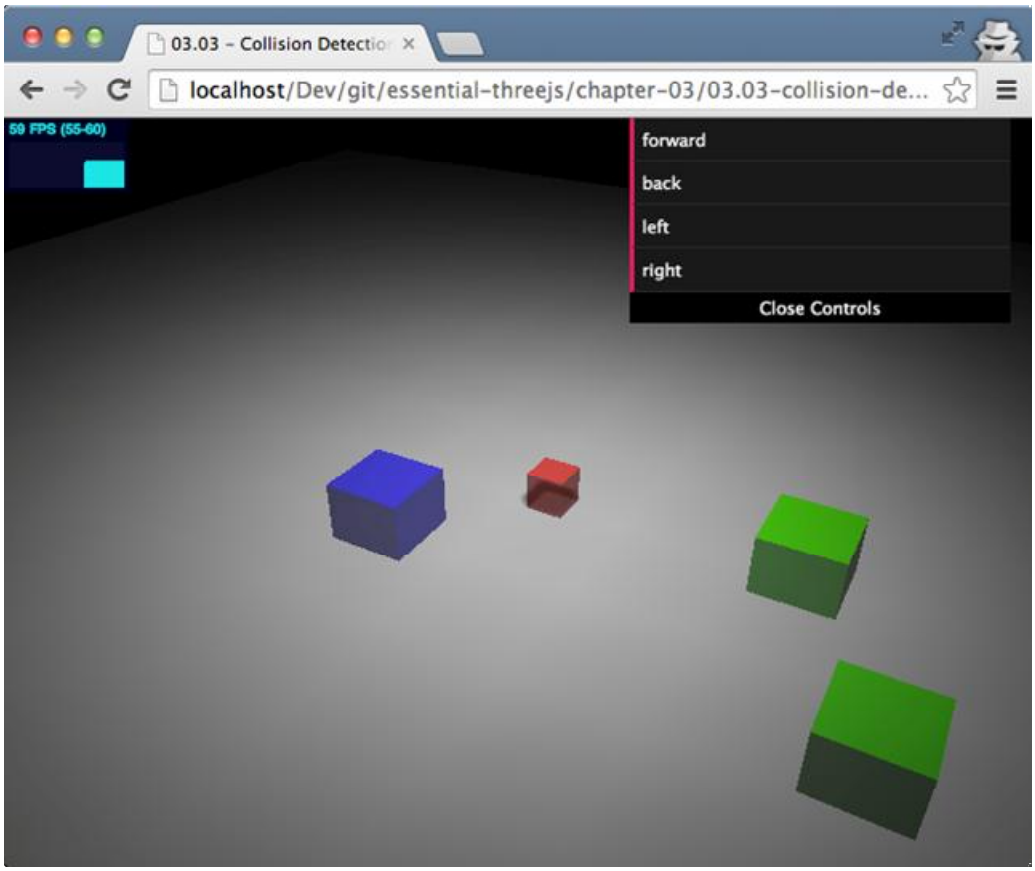

HTML5 maze
localhost/Dev/git/essential-threej...

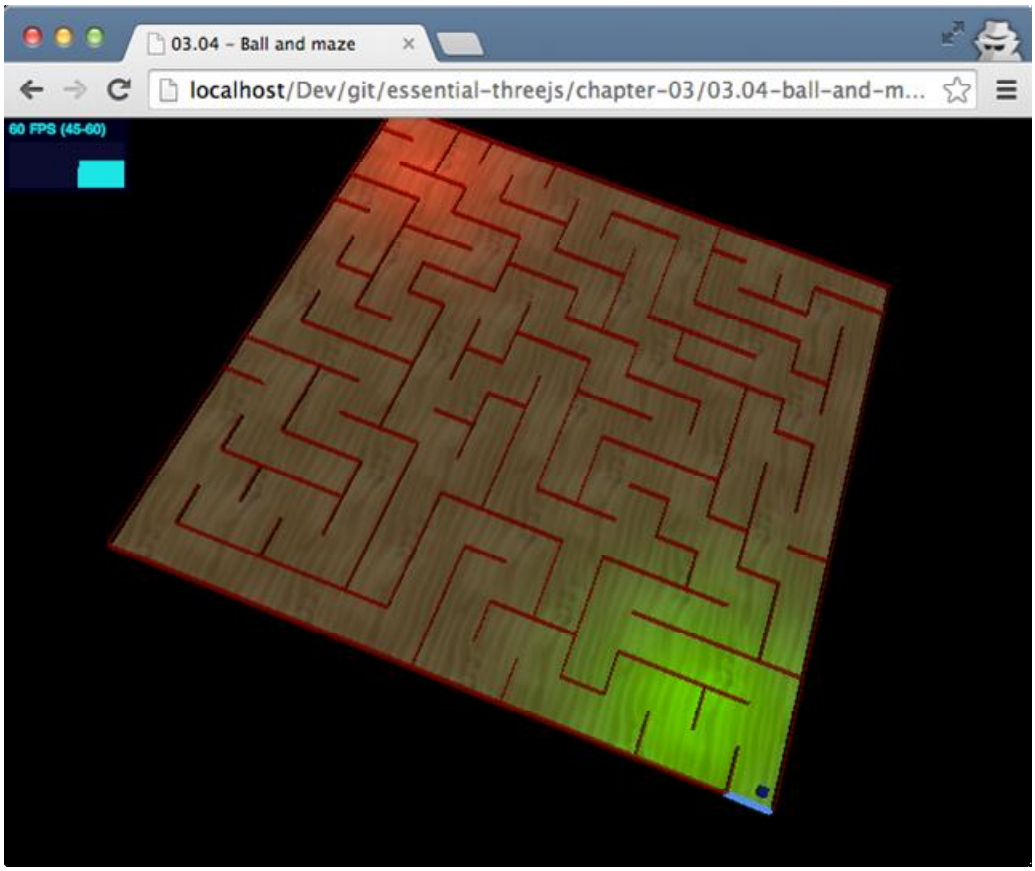

03.01 - Simple generated
localhost/Dev/git/essential-threejs/chapter-03/03.01-simple-generated-...
60 FPS (52-60)
Close Controls

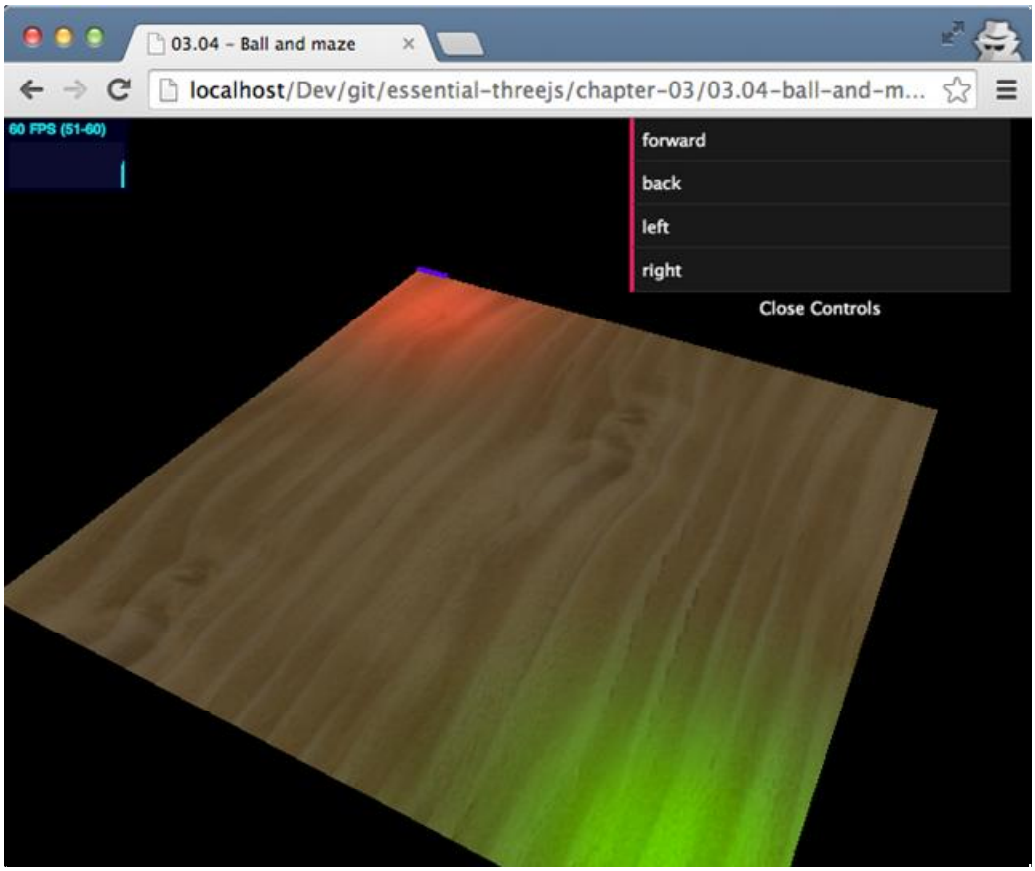

03.02 - Animate a cube
localhost/Dev/git/essential-threejs/chapter-03/03.02-animate-cube.html
60 FPS (59-60)
forward
back
left
right
Close Controls

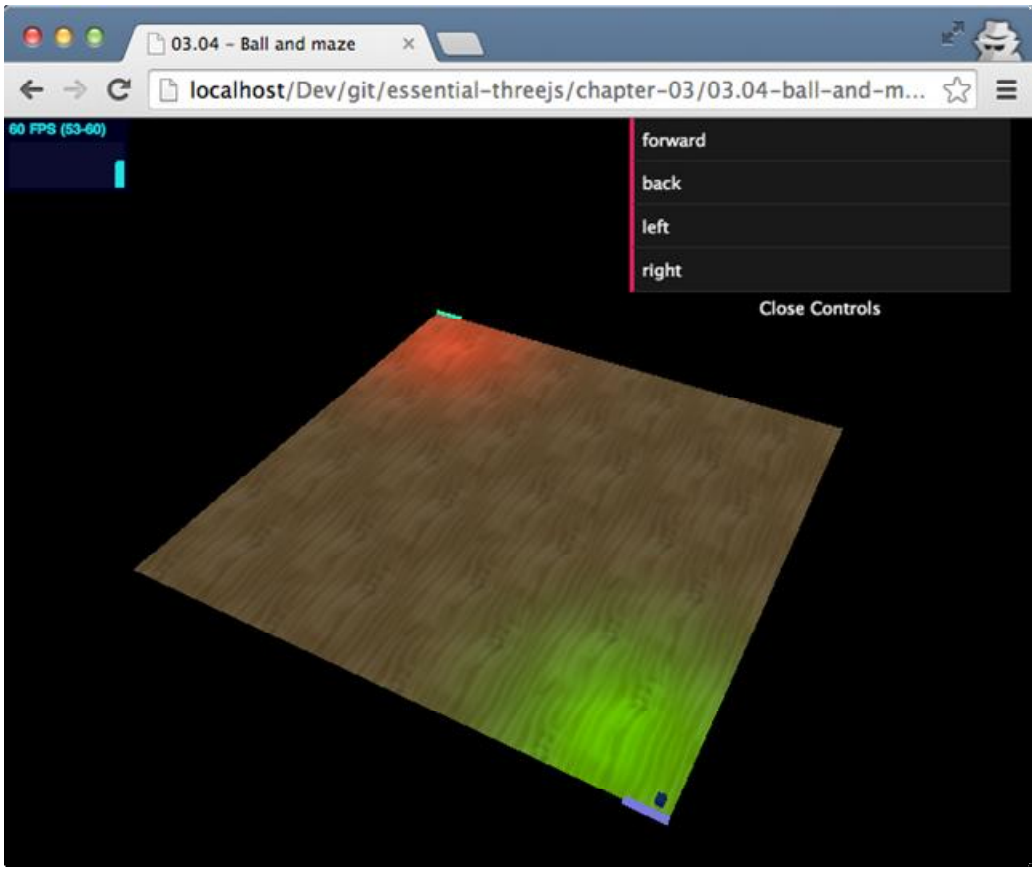

03.02 - Animate a cube
localhost/Dev/git/essential-threejs/chapter-03/03.02-animate-cube.html
60 FPS (58-60)
forward
back
left
right
Close Controls

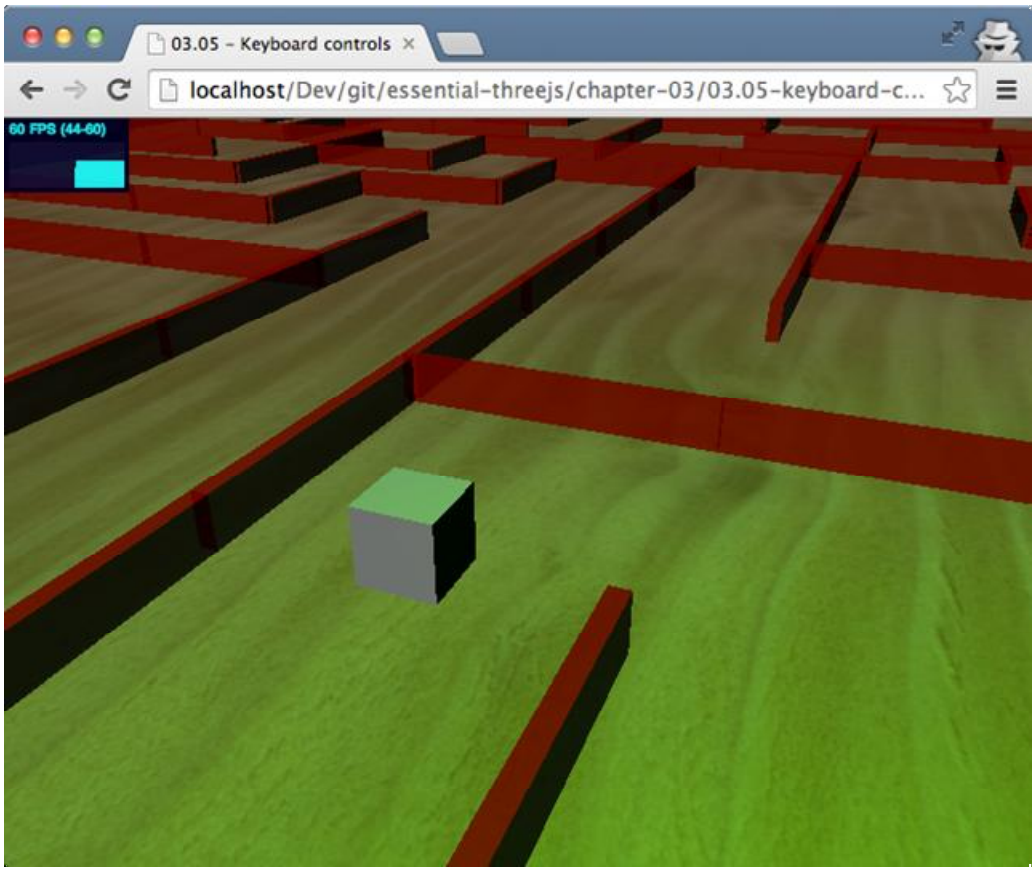

03.03 - Collision Detectio
localhost/Dev/git/essential-threejs/chapter-03/03.03-collision-de...
60 FPS (55-60)
forward
back
left
right
Close Controls

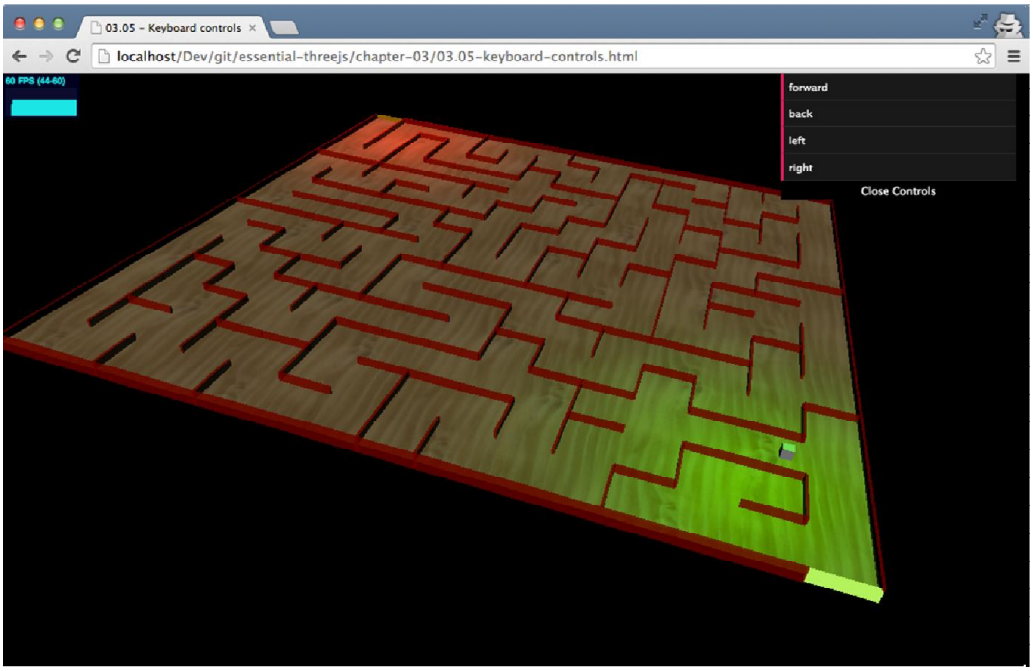

03.03 - Collision Detectio
localhost/Dev/git/essential-threejs/chapter-03/03.03-collision-de...
59 FPS (55-60)
forward
back
left
right
Close Controls

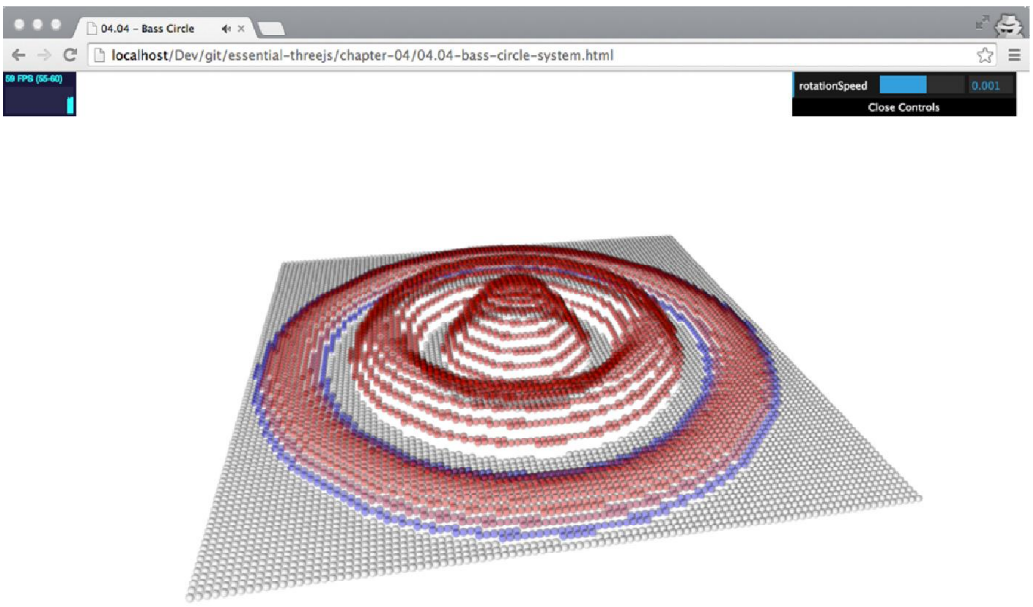

03.04 - Ball and maze
localhost/Dev/git/essential-threejs/chapter-03/03.04-ball-and-m...
60 FPS (45-60)

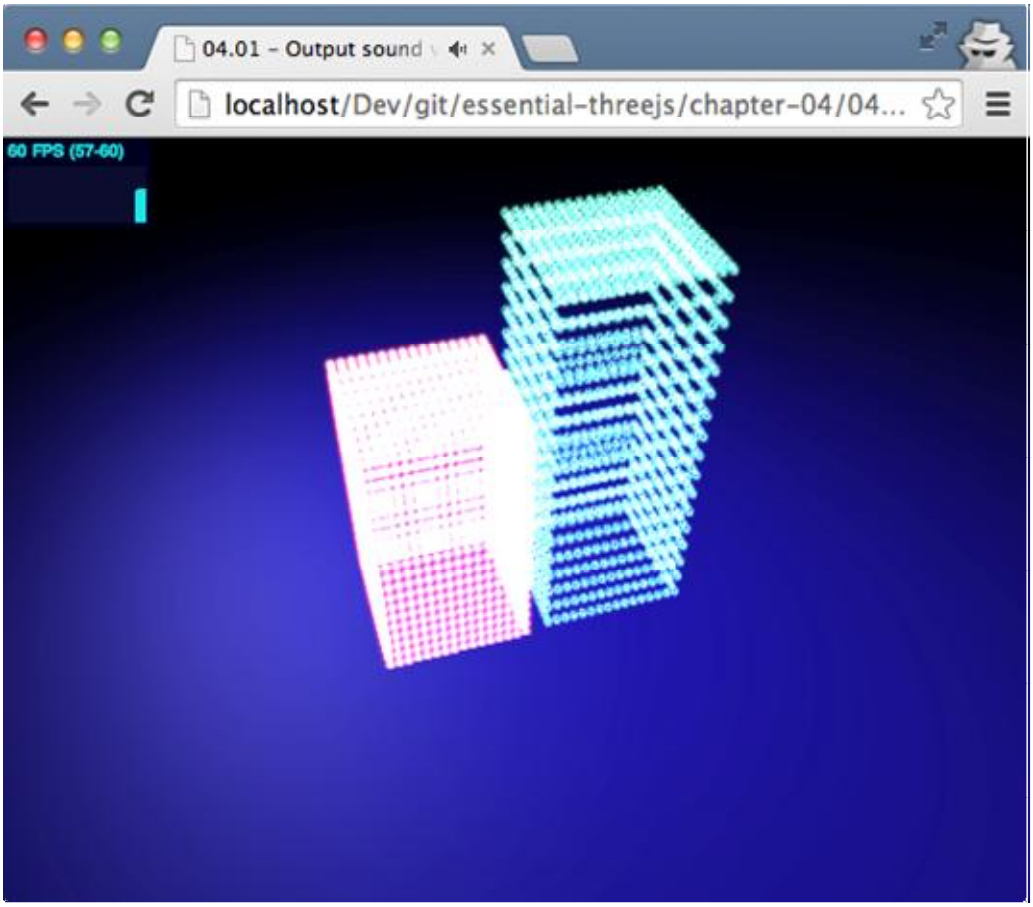

03.04 - Ball and maze
localhost/Dev/git/essential-threejs/chapter-03/03.04-ball-and-m...
60 FPS (51-60)
forward
back
left
right
Close Controls

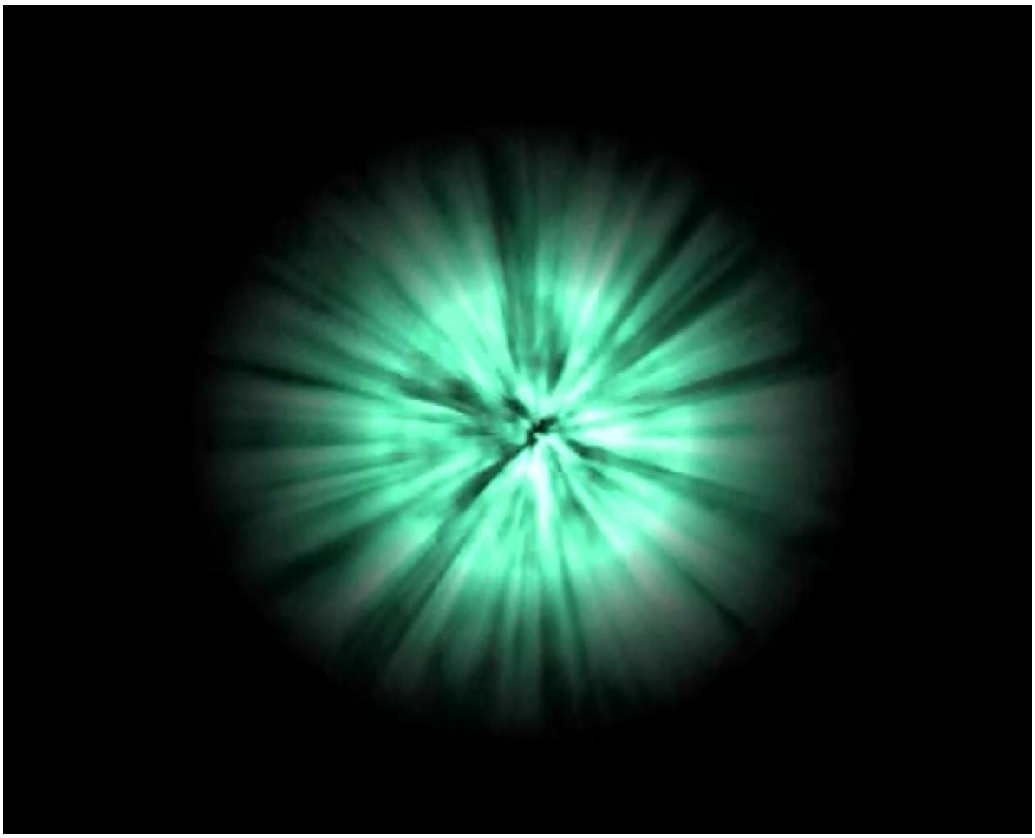

03.04 - Ball and maze
localhost/Dev/git/essential-threejs/chapter-03/03.04-ball-and-m...
60 FPS (53-60)
forward
back
left
right
Close Controls

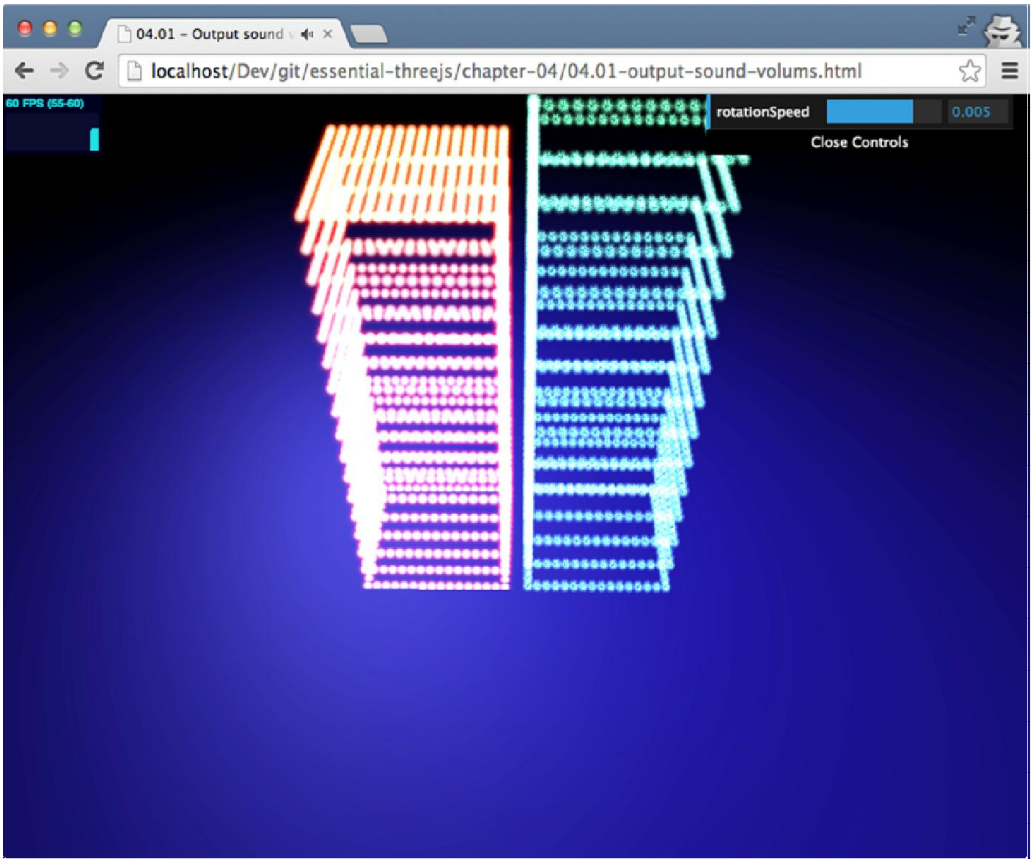

03.05 - Keyboard controls
localhost/Dev/git/essential-threejs/chapter-03/03.05-keyboard-c...
60 FPS (44-60)

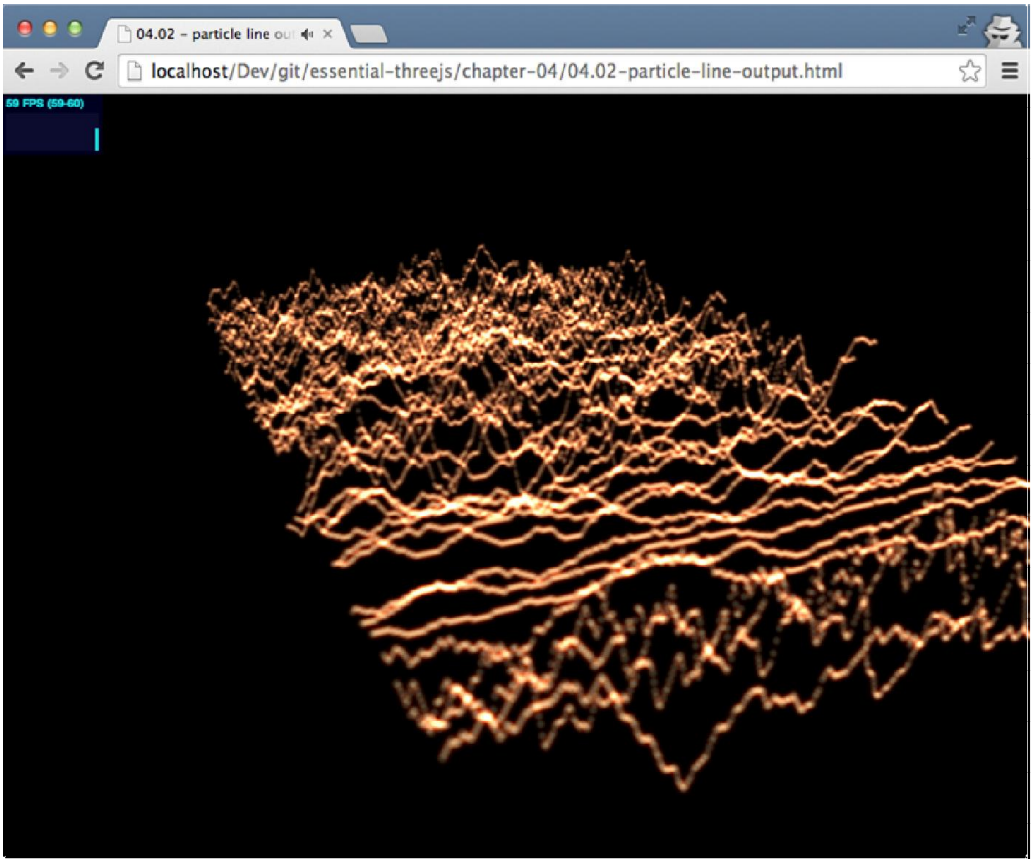

03.05 - Keyboard controls
localhost/Dev/git/essential-threejs/chapter-03/03.05-keyboard-controls.html
60 FPS (44-60)
forward
back
left
right
Close Controls

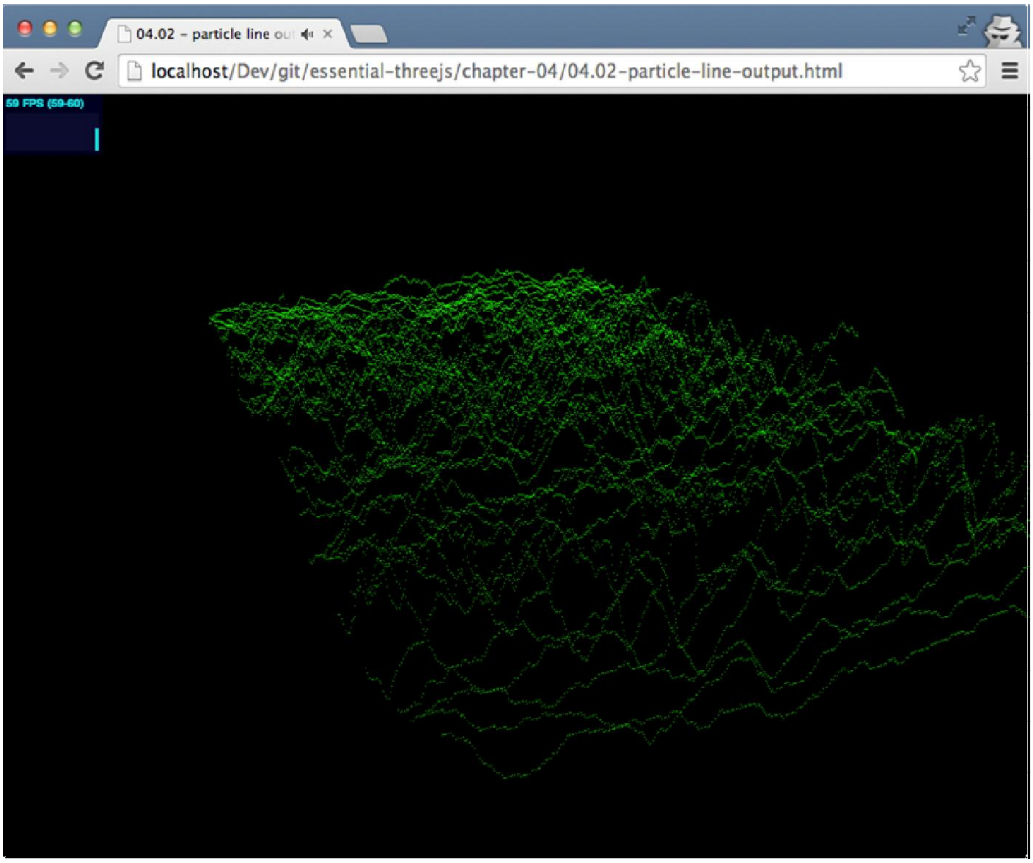

04.04 - Bass Circle
localhost/Dev/git/essential-threejs/chapter-04/04.04-bass-circle-system.html
59 FPS (55-60)
rotationSpeed
0.001
Close Controls

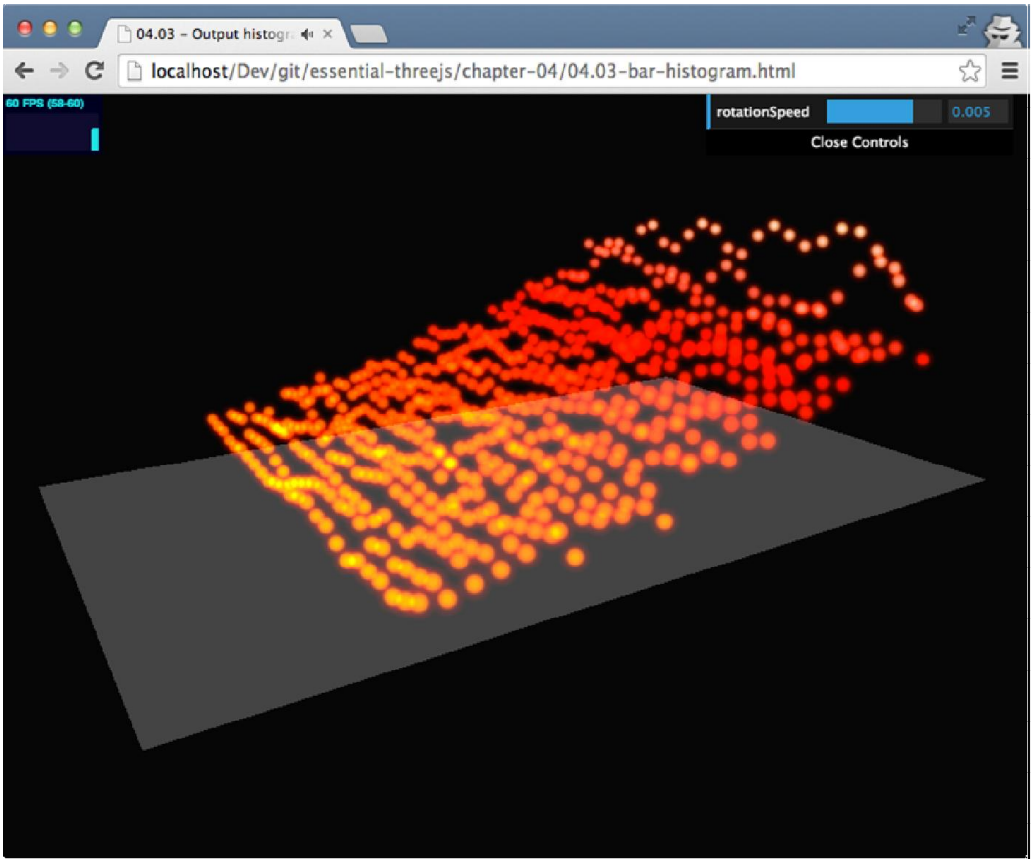

04.01 - Output sound
localhost/Dev/git/essential-threejs/chapter-04/04...
60 FPS (57-60)

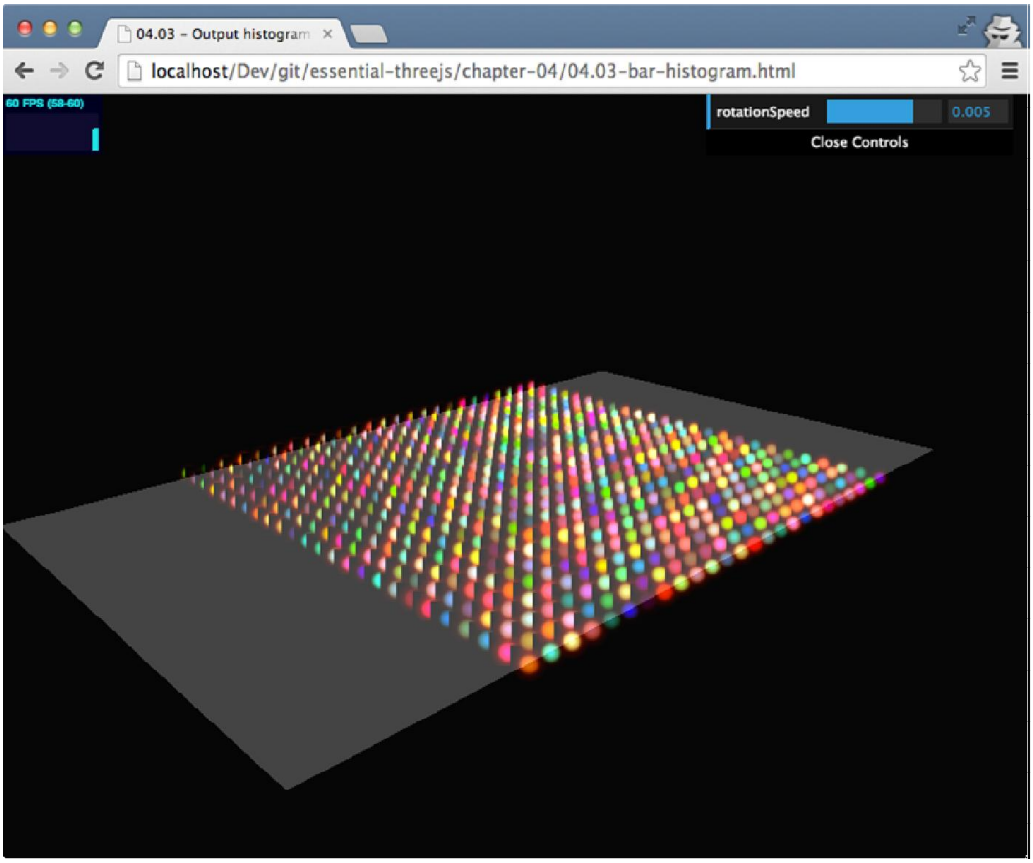


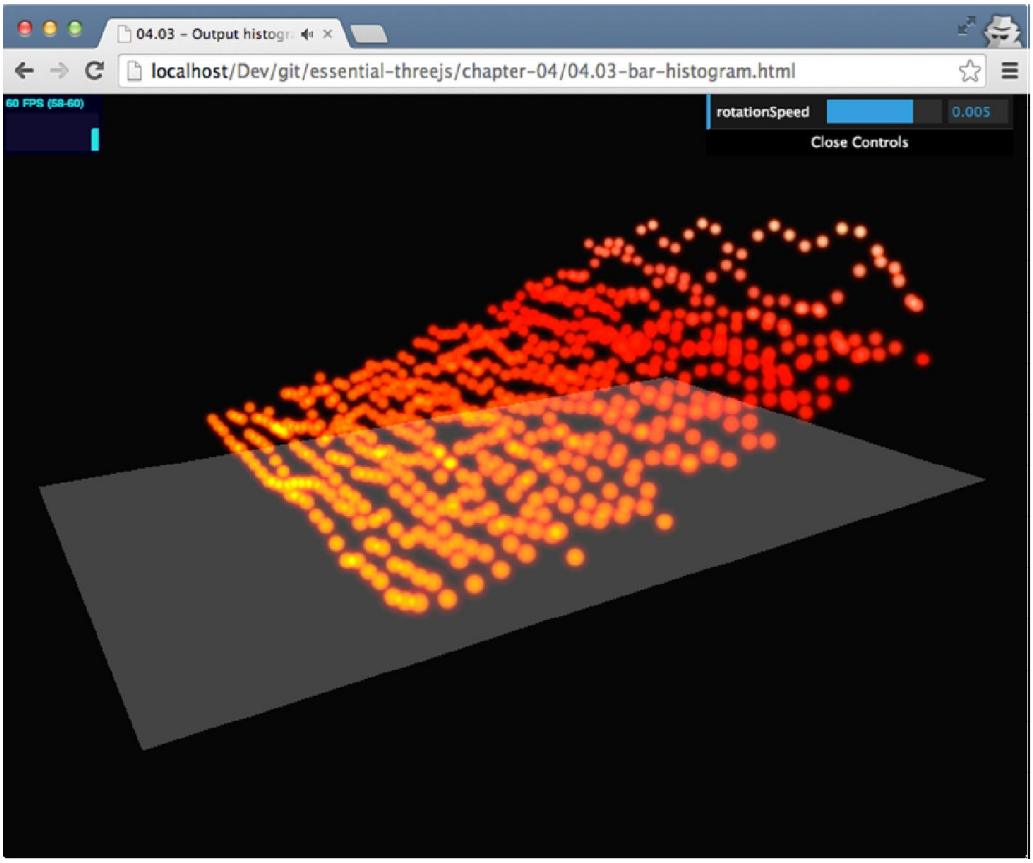

04.01 - Output sound
localhost/Dev/git/essential-threejs/chapter-04/04.01-output-sound-volums.html
60 FPS (55-60)
rotationSpeed
0.005
Close Controls

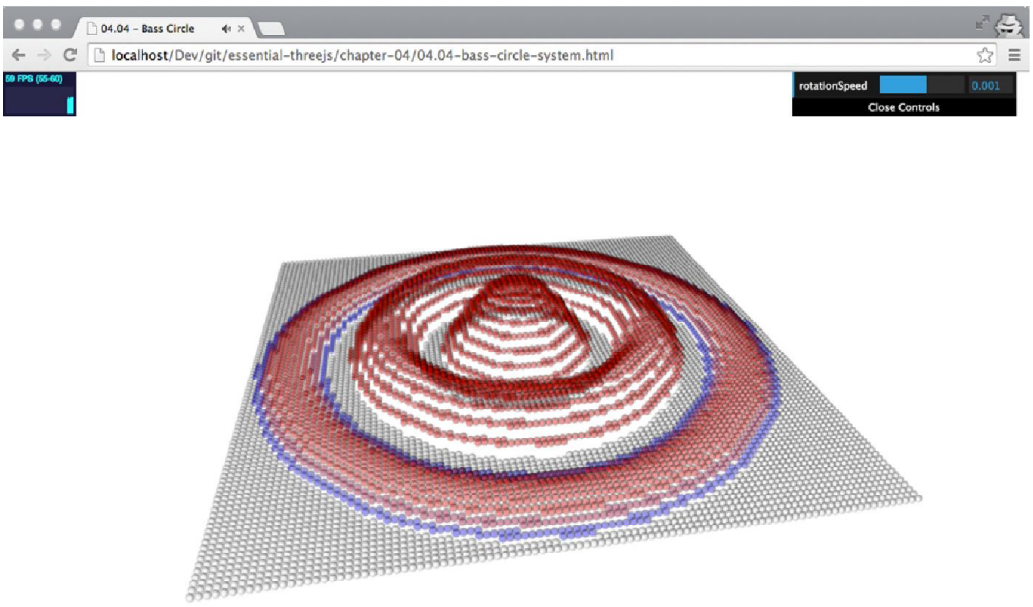

04.02 - particle line
localhost/Dev/git/essential-threejs/chapter-04/04.02-particle-line-output.html
59 FPS (59-60)

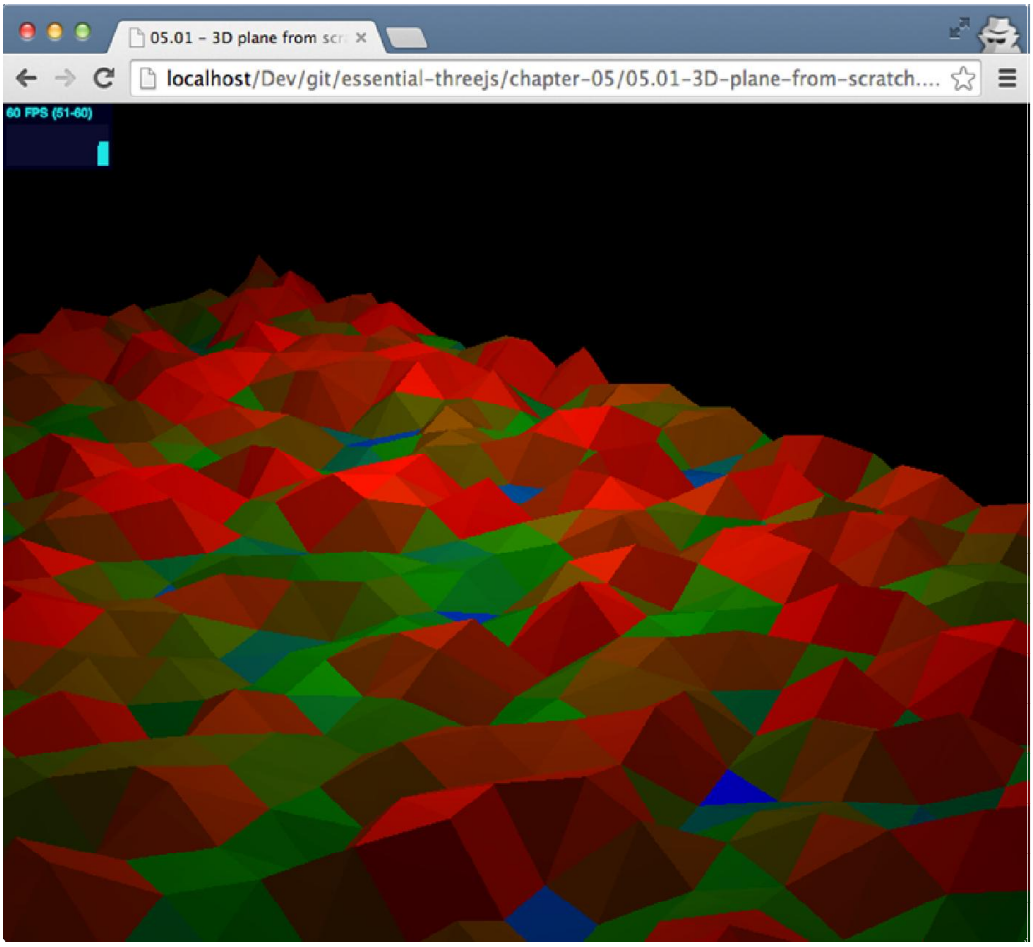

04.02 - particle line
localhost/Dev/git/essential-threejs/chapter-04/04.02-particle-line-output.html
59 FPS (59-60)

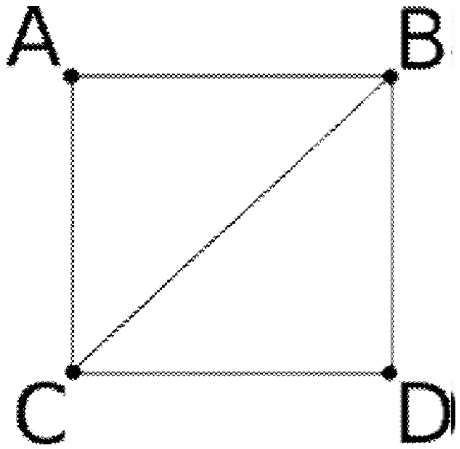

04.03 - Output histogr
localhost/Dev/git/essential-threejs/chapter-04/04.03-bar-histogram.html
60 FPS (58-60)
rotationSpeed
0.005
Close Controls

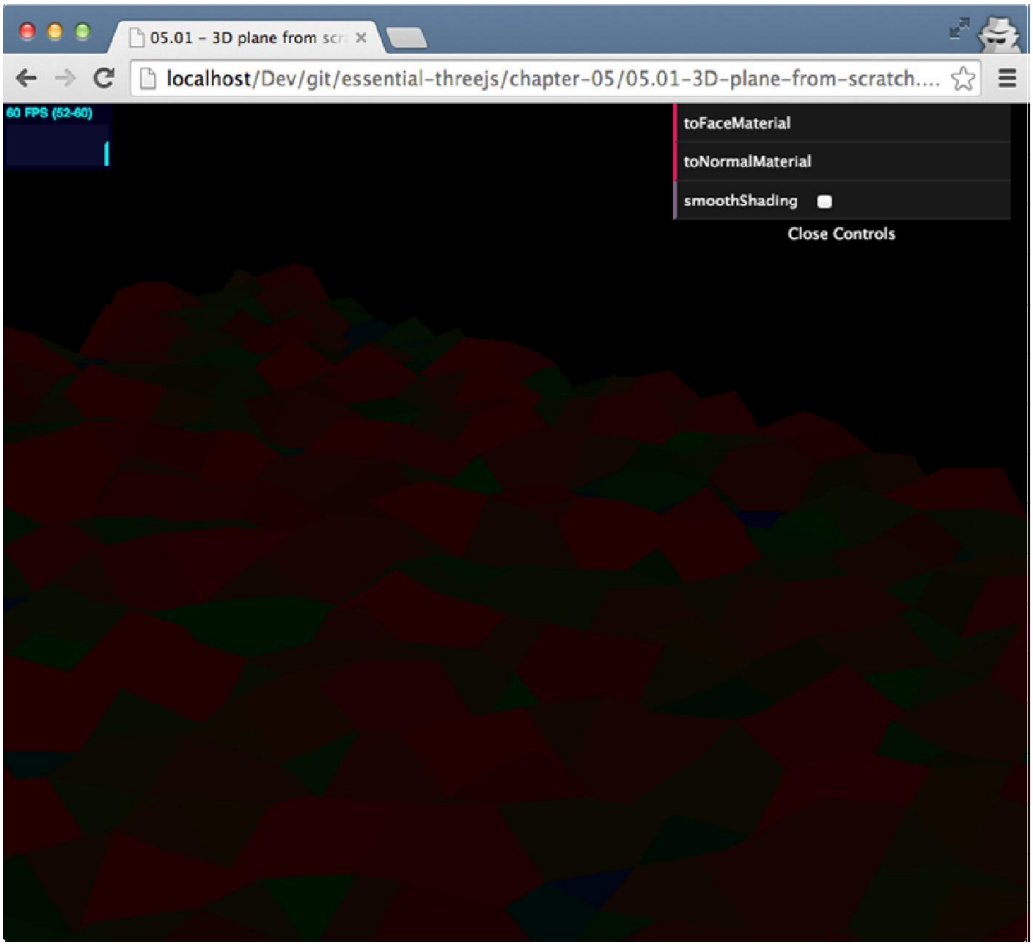

04.03 - Output histogram
localhost/Dev/git/essential-threejs/chapter-04/04.03-bar-histogram.html
60 FPS (58-60)
rotationSpeed
0.005
Close Controls

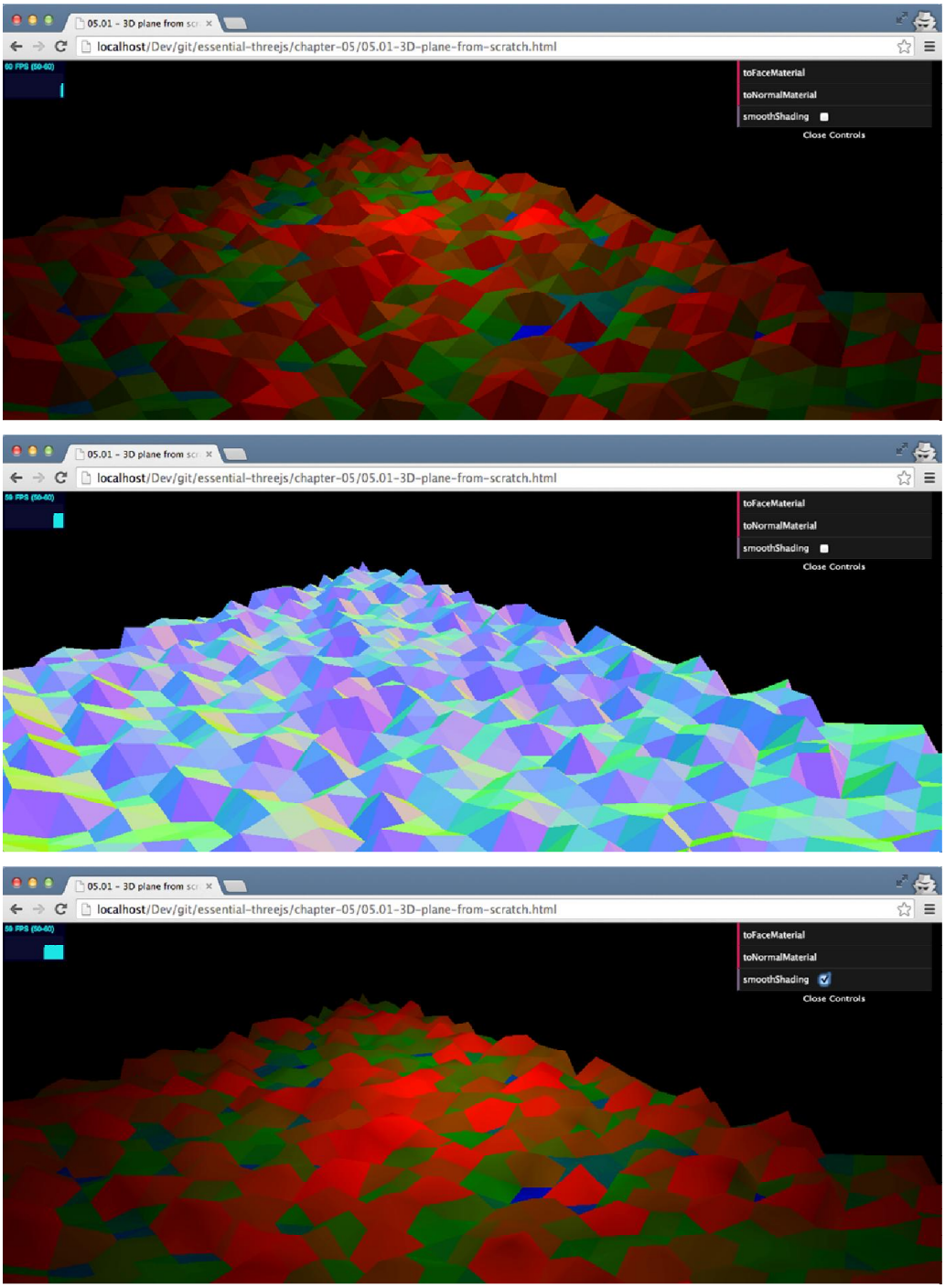

04.03 - Output histogr
localhost/Dev/git/essential-threejs/chapter-04/04.03-bar-histogram.html
60 FPS (58-60)
rotationSpeed
0.005
Close Controls

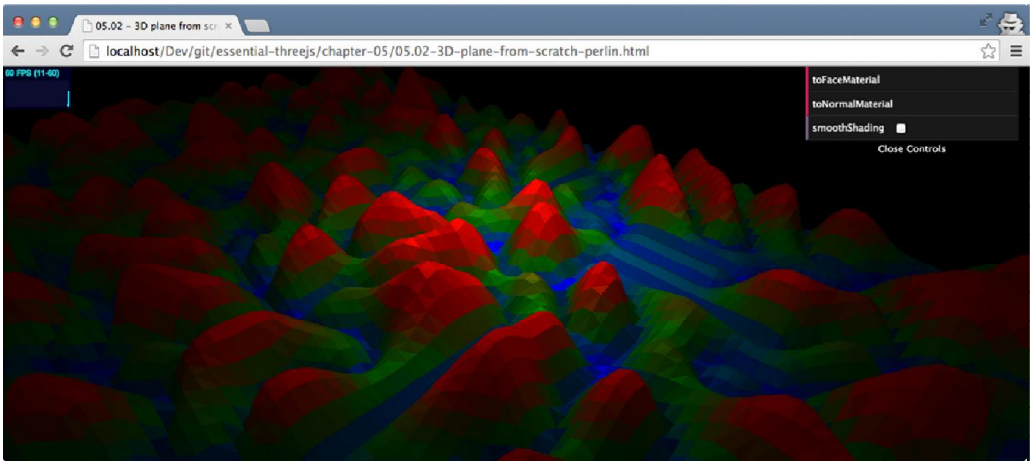

04.04 - Bass Circle
localhost/Dev/git/essential-threejs/chapter-04/04.04-bass-circle-system.html
59 FPS (55-60)
rotationSpeed
0.001
Close Controls

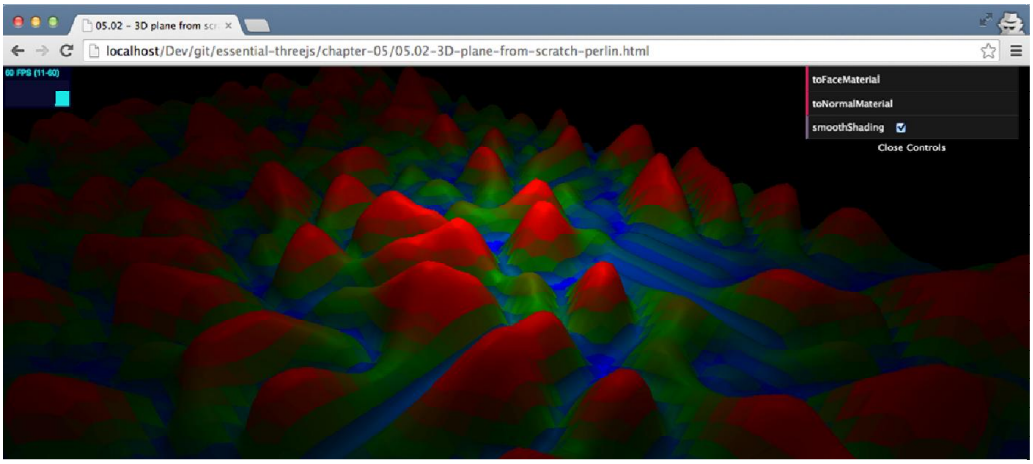

05.01 - 3D plane from scr
localhost/Dev/git/essential-threejs/chapter-05/05.01-3D-plane-from-scratch....
60 FPS (51-60)


A
B
C
D

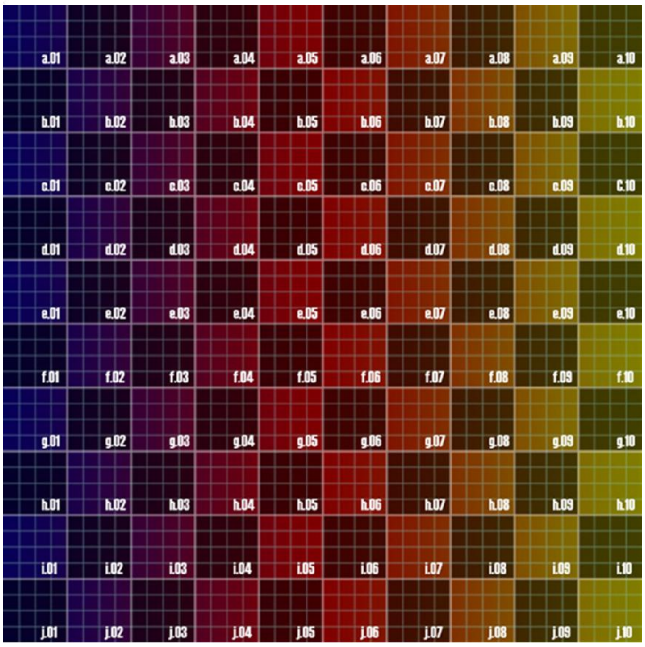

05.01 - 3D plane from scr
localhost/Dev/git/essential-threejs/chapter-05/05.01-3D-plane-from-scratch....
60 FPS (52-60)
toFaceMaterial
toNormalMaterial
smoothShading
Close Controls

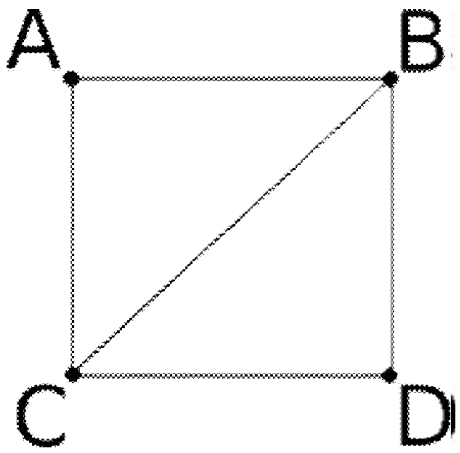

05.01 - 3D plane from scr
localhost/Dev/git/essential-threejs/chapter-05/05.01-3D-plane-from-scratch.html
toFaceMaterial
toNormalMaterial
smoothShading
Close Controls

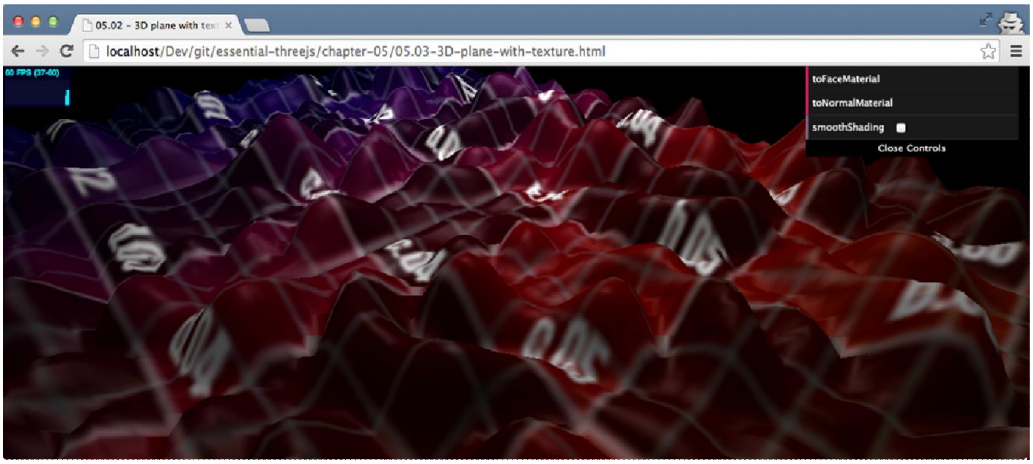

05.02 - 3D plane from scr
localhost/Dev/git/essential-threejs/chapter-05/05.02-3D-plane-from-scratch-perlin.html
60 FPS (11-60)
toFaceMaterial
toNormalMaterial
smoothShading
Close Controls

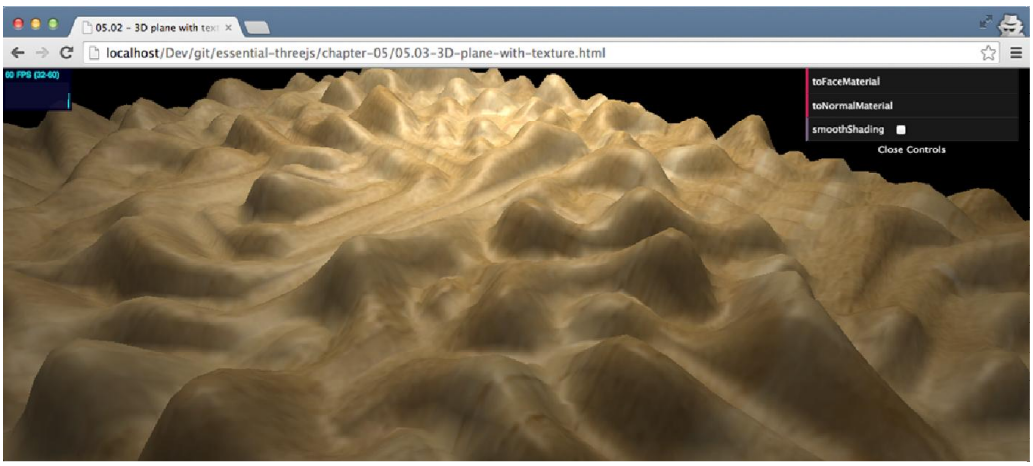

05.02 - 3D plane from scr
localhost/Dev/git/essential-threejs/chapter-05/05.02-3D-plane-from-scratch-perlin.html
60 FPS (11-60)
toFaceMaterial
toNormalMaterial
smoothShading
Close Controls

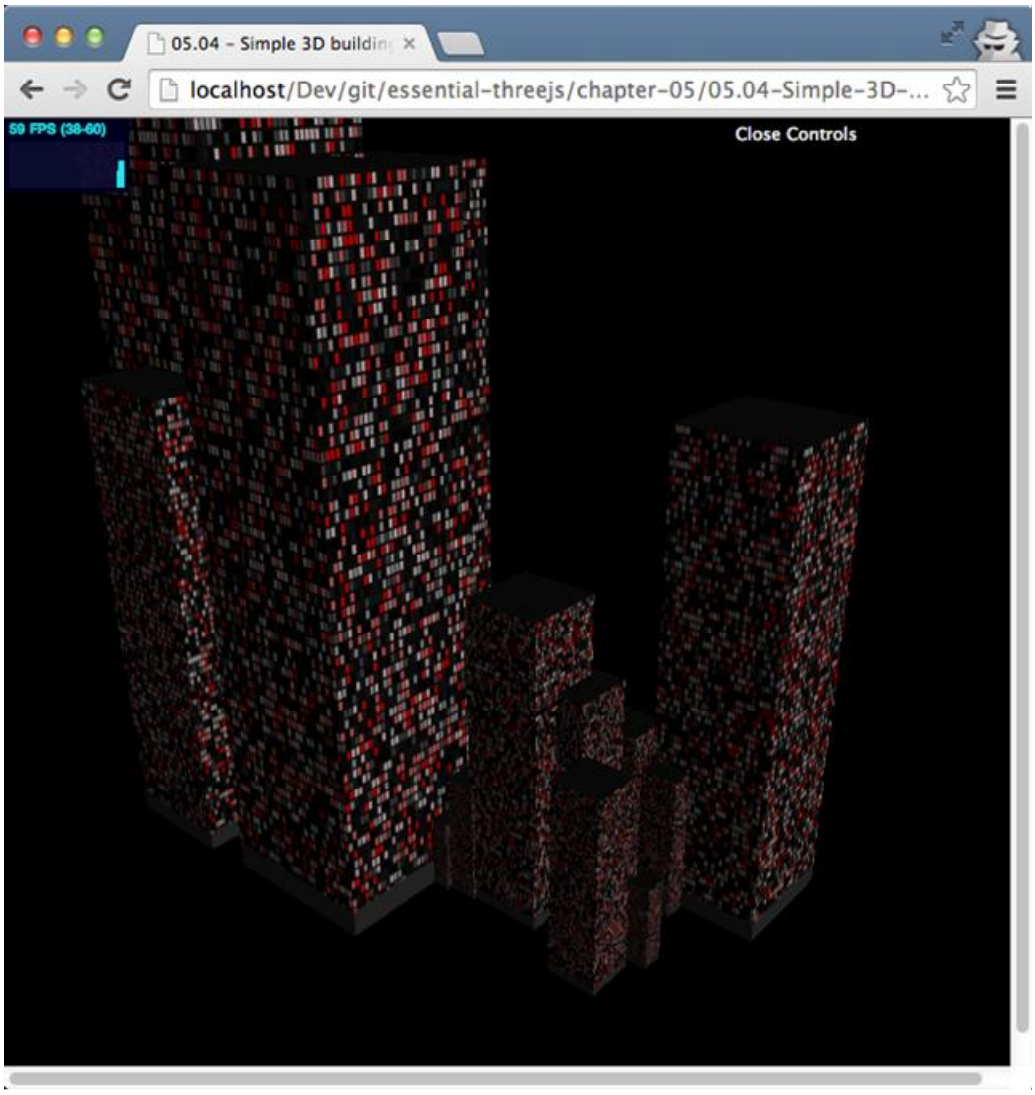
05.02 - 3D plane with tex
localhost/Dev/git/essential-threejs/chapter-05/05.03-3D-plane-with-texture.html
29 FPS (23-30)
toFaceMaterial
toNormalMaterial
smoothShading
Close Controls
Elements Network Sources Timeline Profiles Resources Audits Console
103
<top frame>
THREE.WebGLRenderer 67
three.js:20806
103 [.WebGLRenderingContext]GL ERROR :GL_INVALID_OPERATION : glDrawElements: attempt to access out of range vertices in attribute 1
05.03-3D-plane-with-texture.html:1

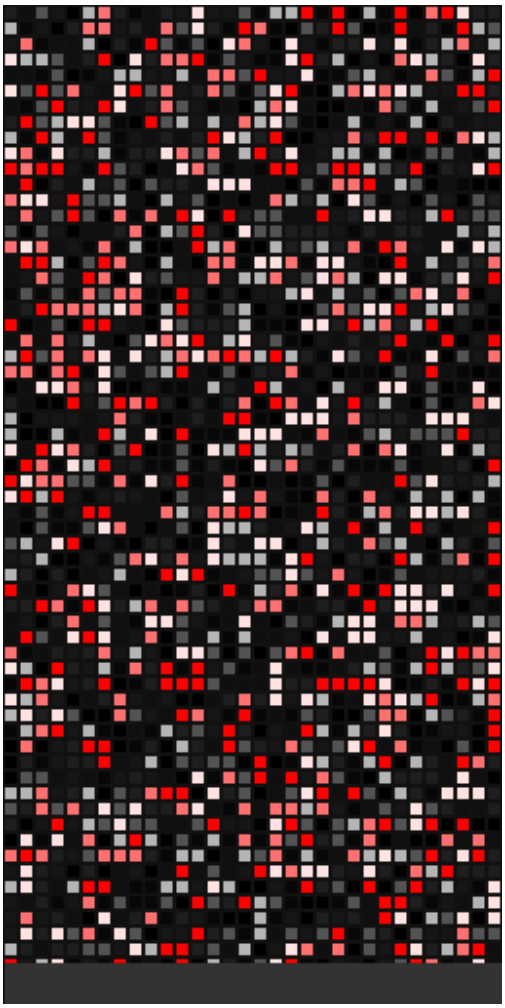

a.01 a.02 a.03 a.04 a.05 a.06 a.07 a.08 a.09 a.10
b.01 b.02 b.03 b.04 b.05 b.06 b.07 b.08 b.09 b.10
c.01 c.02 c.03 c.04 c.05 c.06 c.07 c.08 c.09 C.10
d.01 d.02 d.03 d.04 d.05 d.06 d.07 d.08 d.09 d.10
e.01 e.02 e.03 e.04 e.05 e.06 e.07 e.08 e.09 e.10
f.01 f.02 f.03 f.04 f.05 f.06 f.07 f.08 f.09 f.10
g.01 g.02 g.03 g.04 g.05 g.06 g.07 g.08 g.09 g.10
h.01 h.02 h.03 h.04 h.05 h.06 h.07 h.08 h.09 h.10
i.01 i.02 i.03 i.04 i.05 i.06 i.07 i.08 i.09 i.10
j.01 j.02 j.03 j.04 j.05 j.06 j.07 j.08 j.09 j.10

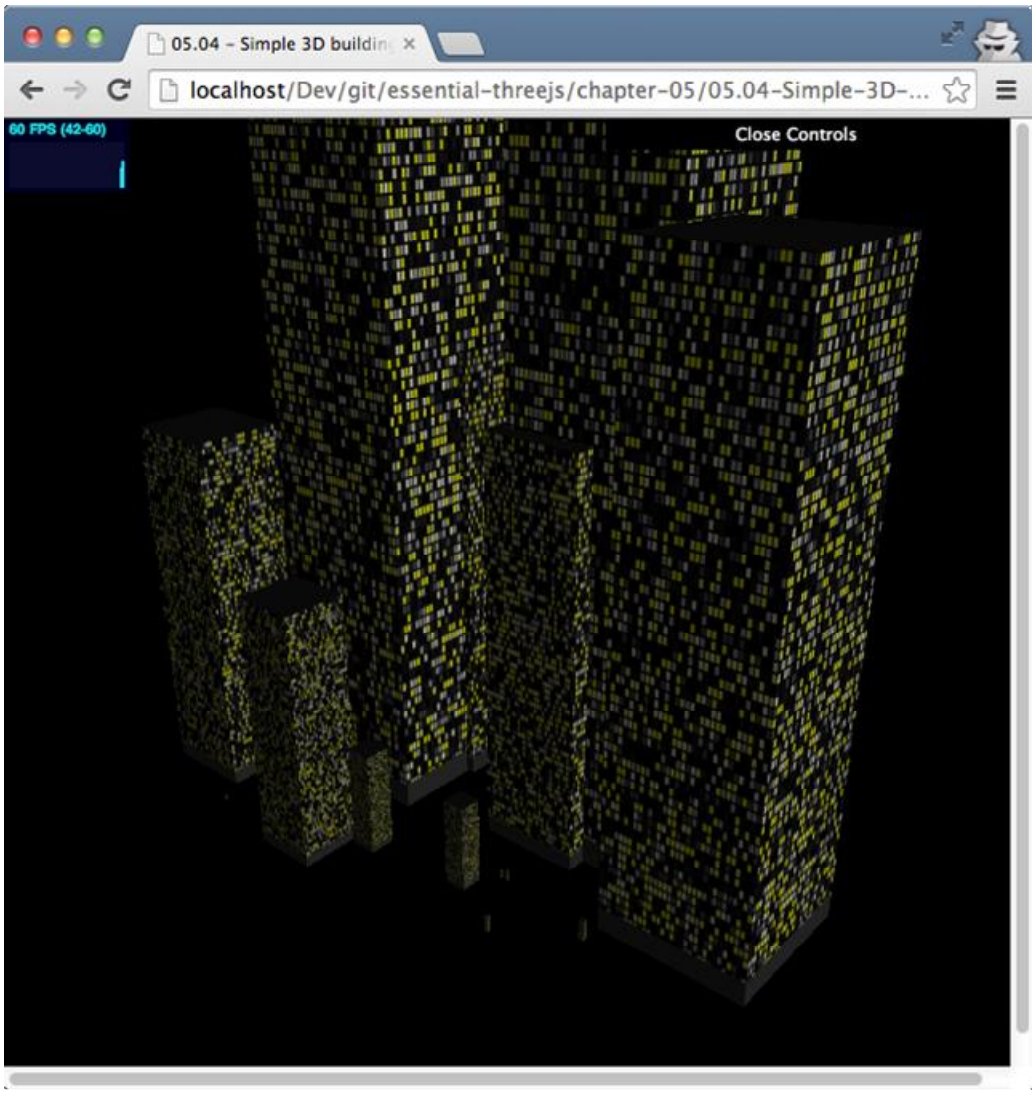

A
B
C
D

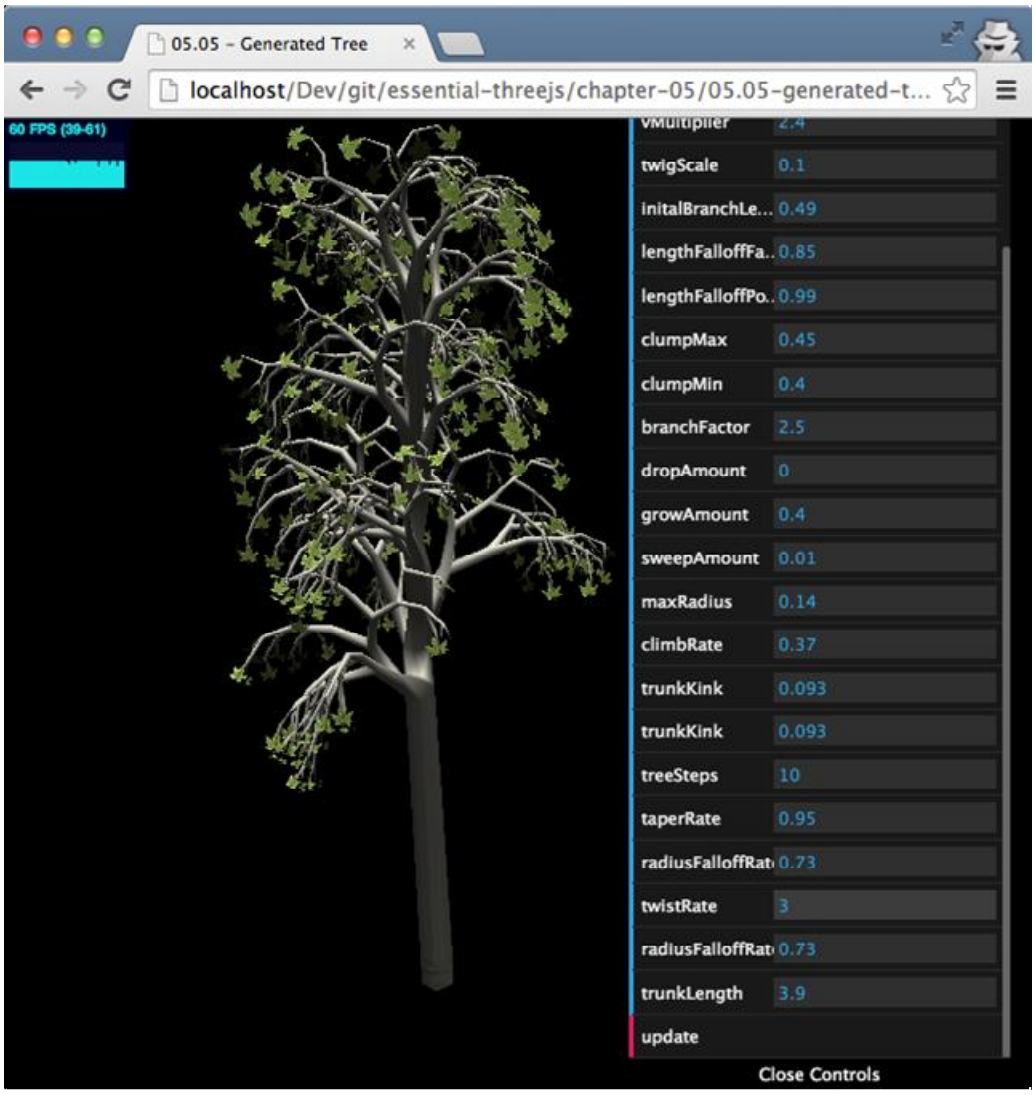

05.02 - 3D plane with tex
localhost/Dev/git/essential-threejs/chapter-05/05.03-3D-plane-with-texture.html
toFaceMaterial
toNormalMaterial
smoothShading
Close Controls

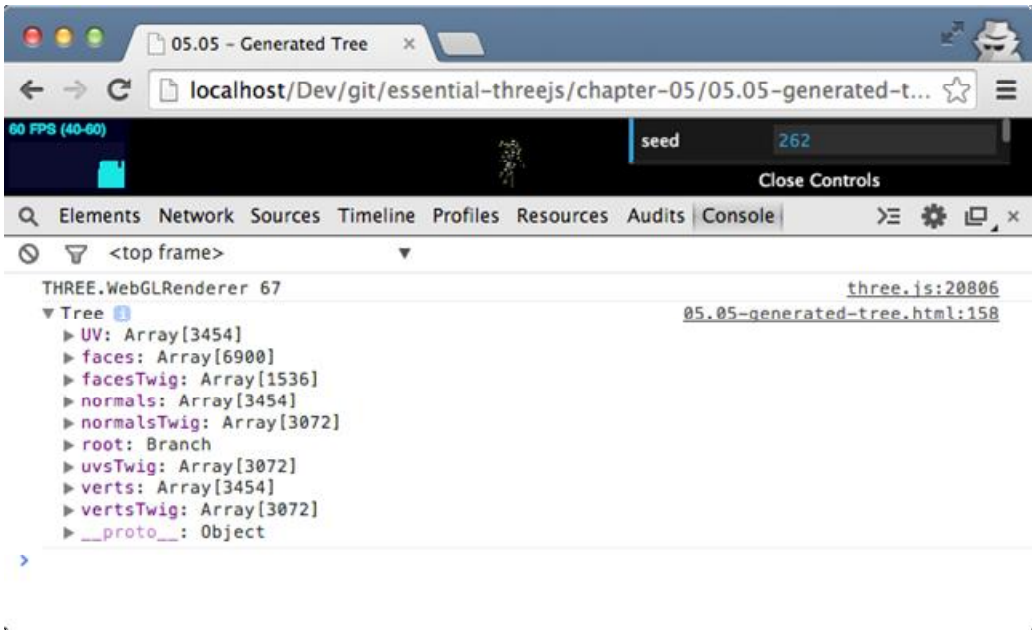

05.02 - 3D plane with tex
localhost/Dev/git/essential-threejs/chapter-05/05.03-3D-plane-with-texture.html
60 FPS (32-60)
toFaceMaterial
toNormalMaterial
smoothShading
Close Controls

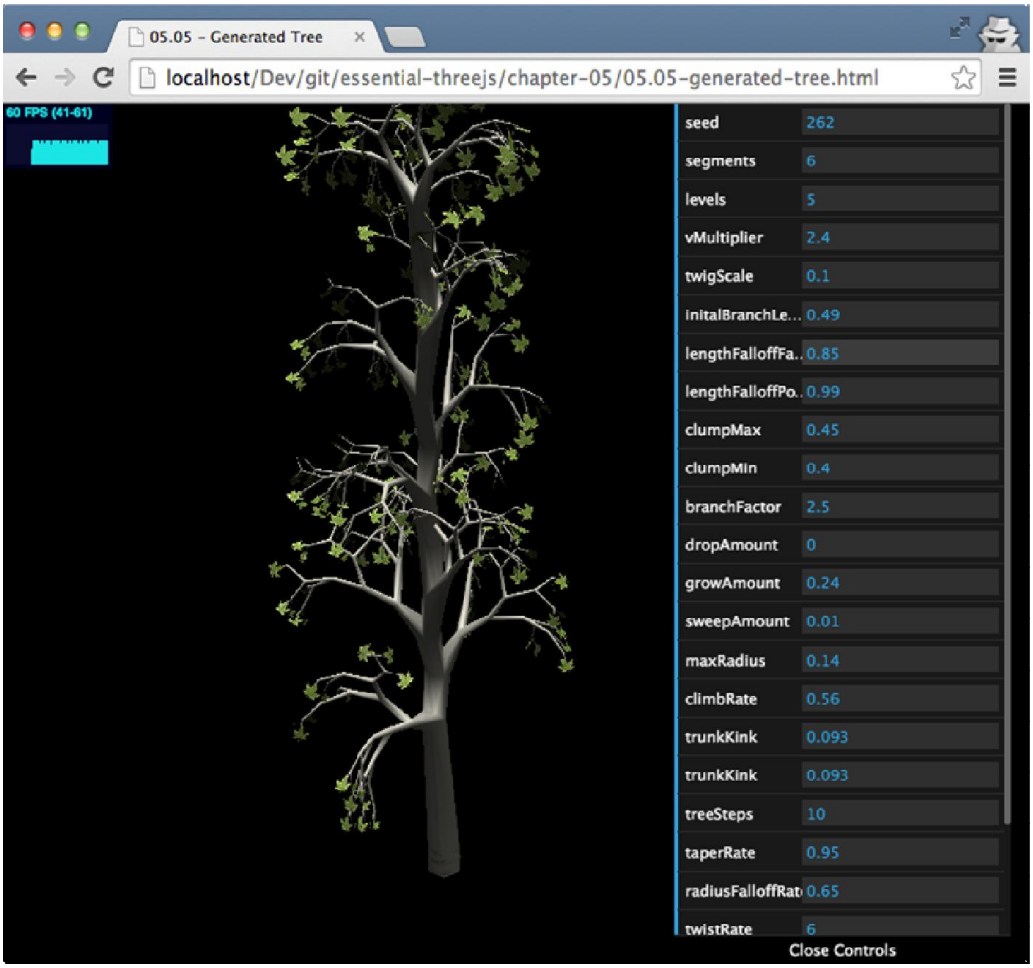

05.04 - Simple 3D buildin
localhost/Dev/git/essential-threejs/chapter-05/05.04-Simple-3D-...
59 FPS (38-60)
Close Controls



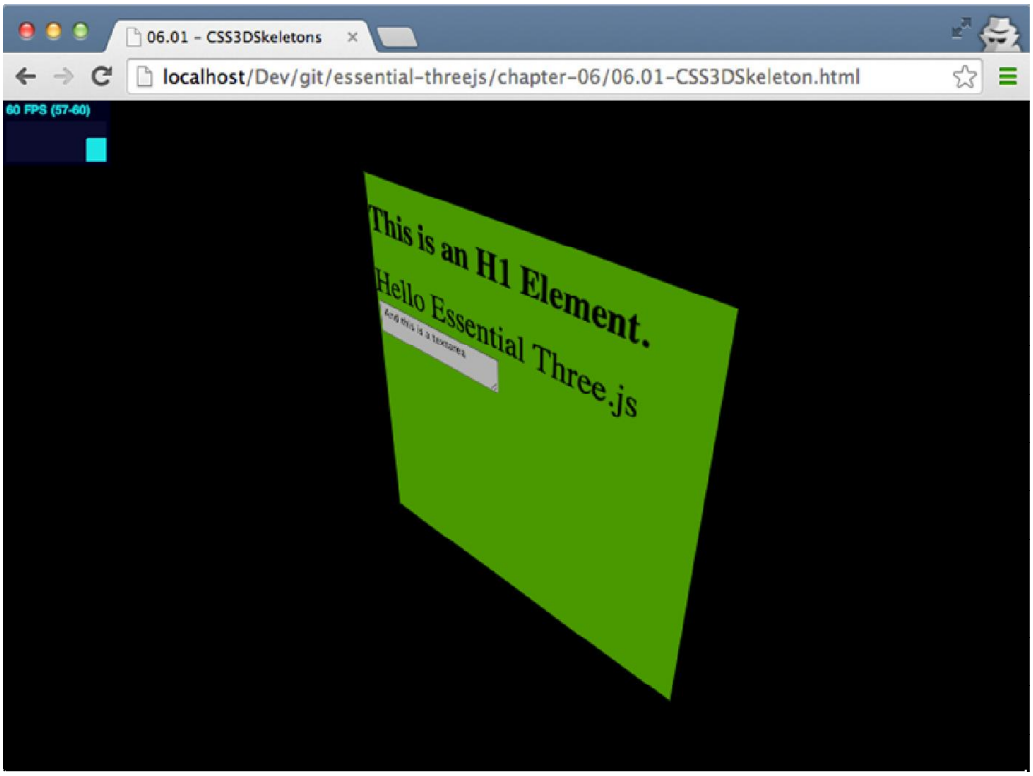

05.04 - Simple 3D buildin
localhost/Dev/git/essential-threejs/chapter-05/05.04-Simple-3D-...
60 FPS (42-60)
Close Controls

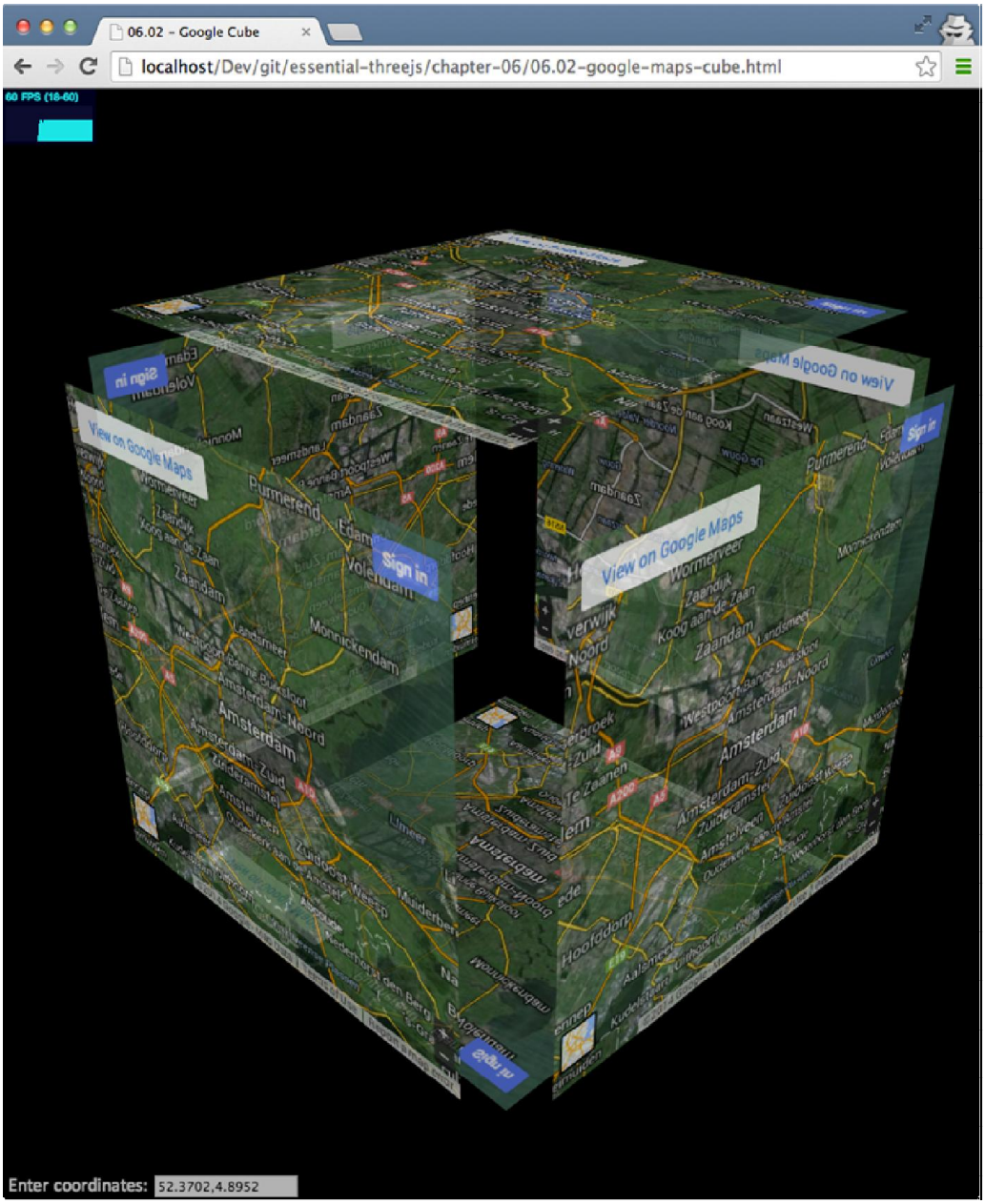

05.05 - Generated Tree
localhost/Dev/git/essential-threejs/chapter-05/05.05-generated-t...
60 FPS (39-61)
vMultiplier 2.4
twigScale 0.1
initalBranchLe... 0.49
lengthFalloffFa.. 0.85
lengthFalloffPo.. 0.99
clumpMax 0.45
clumpMin 0.4
branchFactor 2.5
dropAmount 0
growAmount 0.4
sweepAmount 0.01
maxRadius 0.14
climbRate 0.37
trunkKink 0.093
trunkKink 0.093
treeSteps 10
taperRate 0.95
radiusFalloffRat 0.73
twistRate 3
radiusFalloffRat 0.73
trunkLength 3.9
update
Close Controls

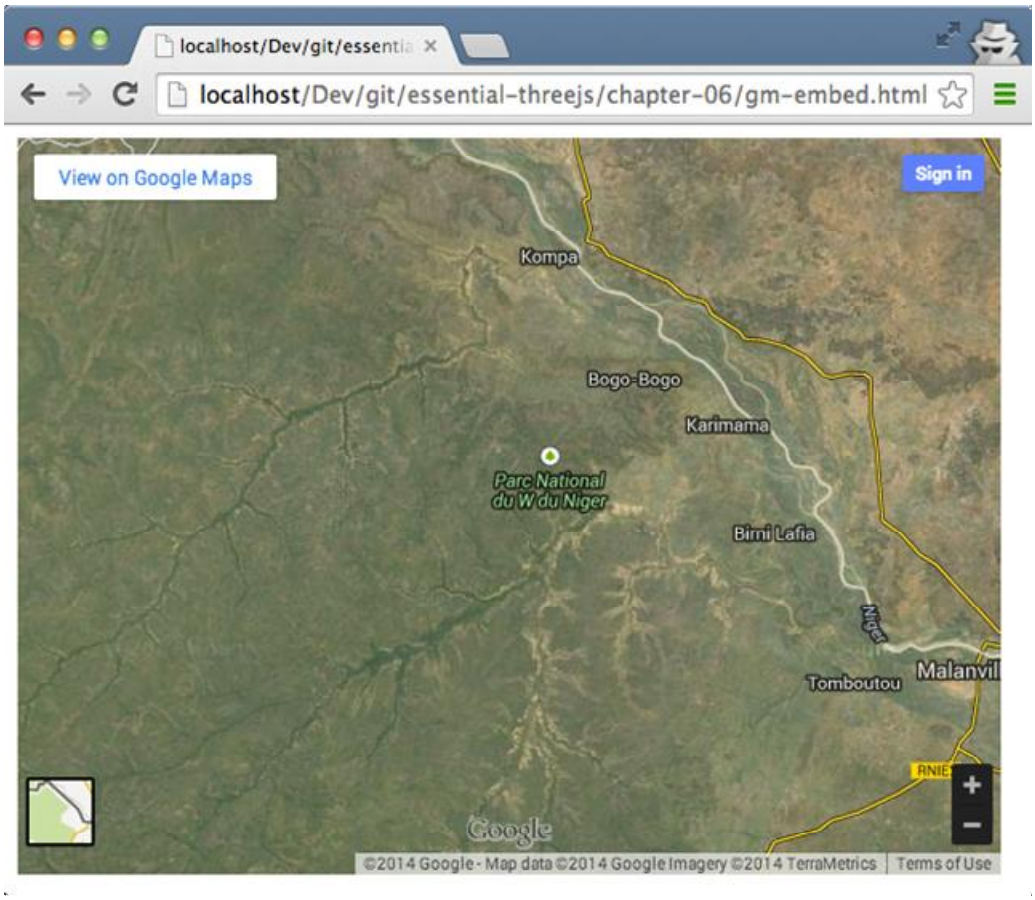

05.05 - Generated Tree
localhost/Dev/git/essential-threejs/chapter-05/05.05-generated-t...
60 FPS (40-60)
seed
262
Close Controls
Elements Network Sources Timeline Profiles Resources Audits Console
<top frame>
THREE.WebGLRenderer 67
three.js:20806
Tree
05.05-generated-tree.html:158
UV: Array[3454]
faces: Array[6900]
facesTwig: Array[1536]
normals: Array[3454]
normalsTwig: Array[3072]
root: Branch
uvsTwig: Array[3072]
verts: Array[3454]
vertsTwig: Array[3072]
__proto__: Object

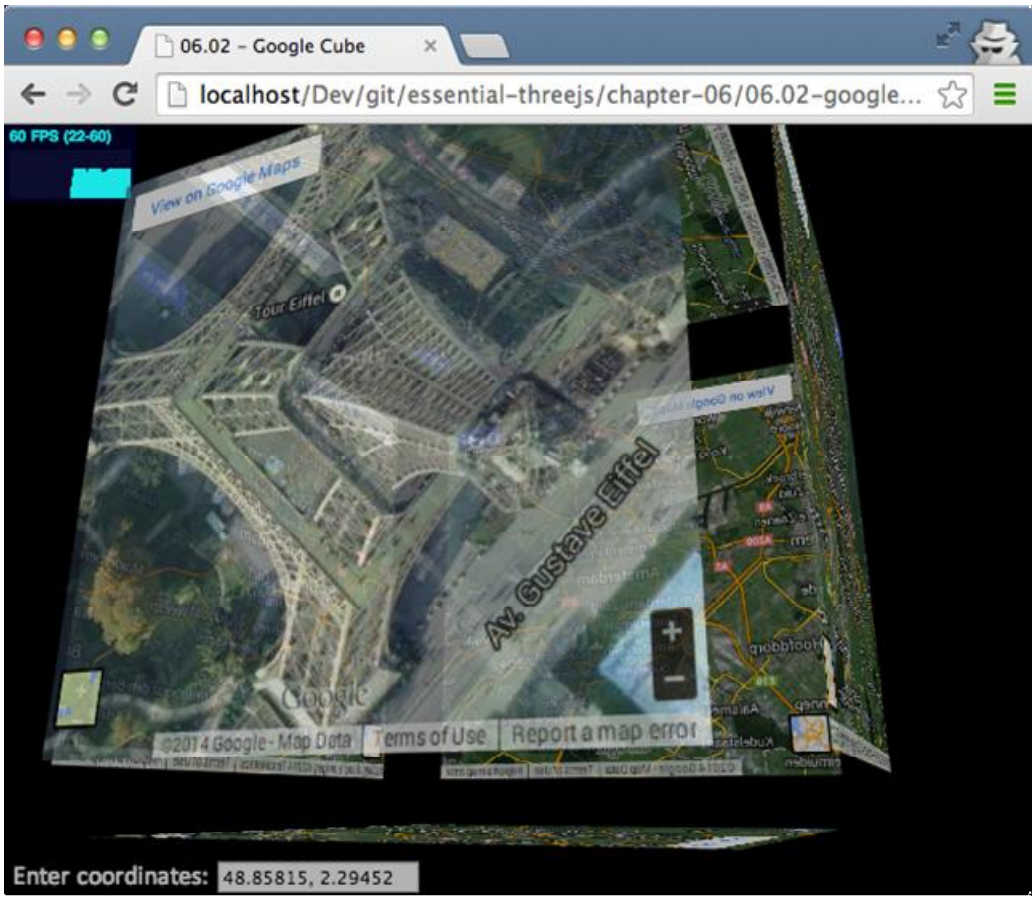


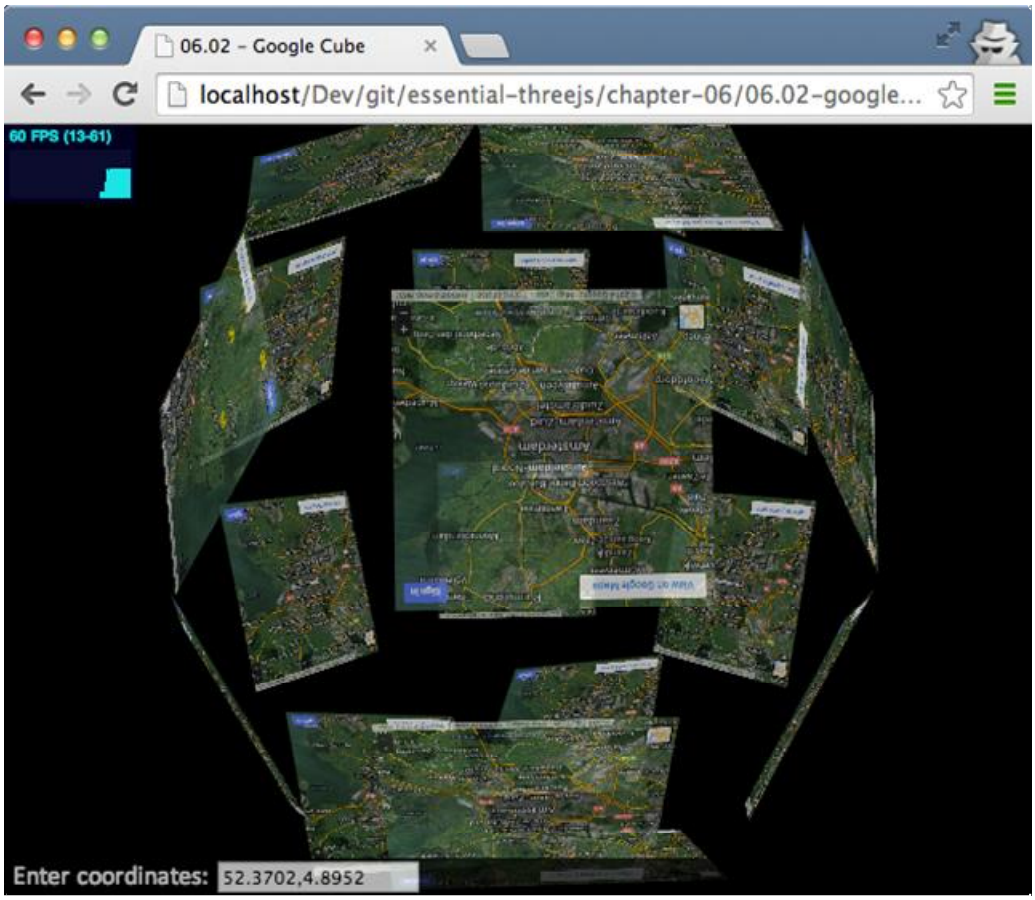
Chapter 6, *Combining HTML and Three.js with CSS3DRenderer*

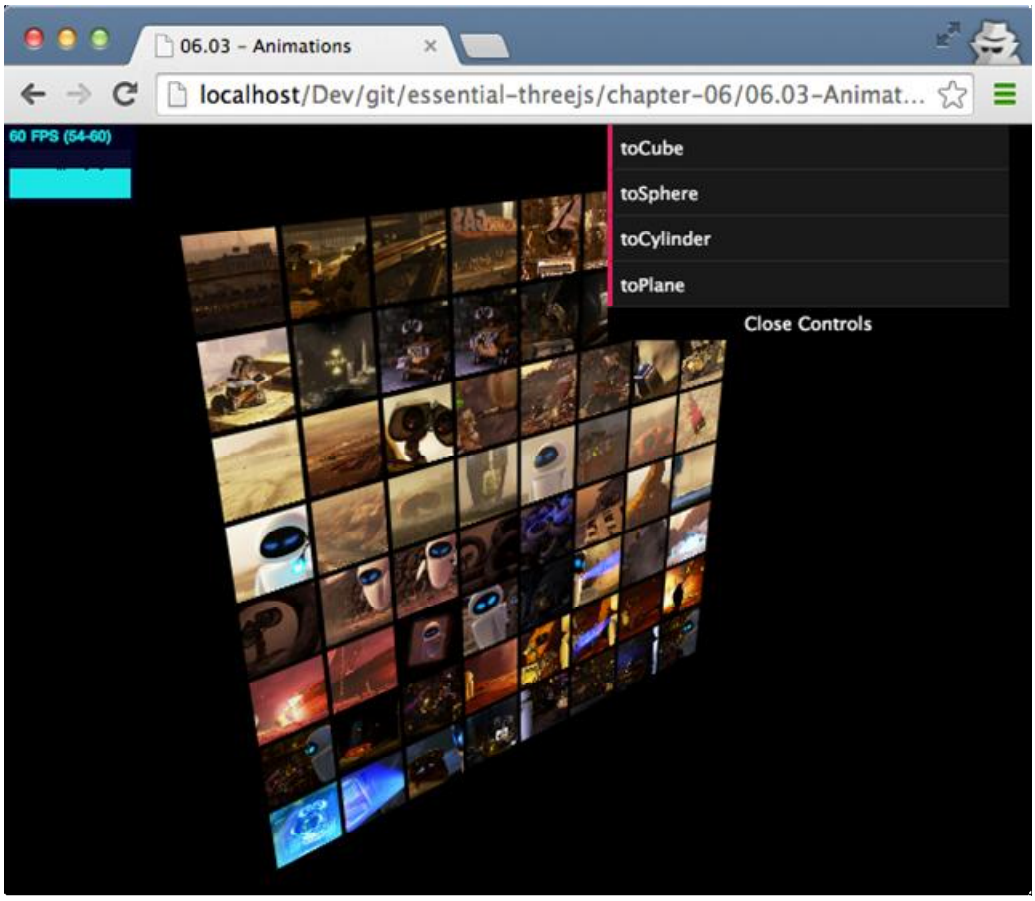

06.01 - CSS3DSkeletons
localhost/Dev/git/essential-threejs/chapter-06/06.01-CSS3DSkeleton.html
60 FPS (57-60)
This is an H1 Element.
Hello Essential Three.js

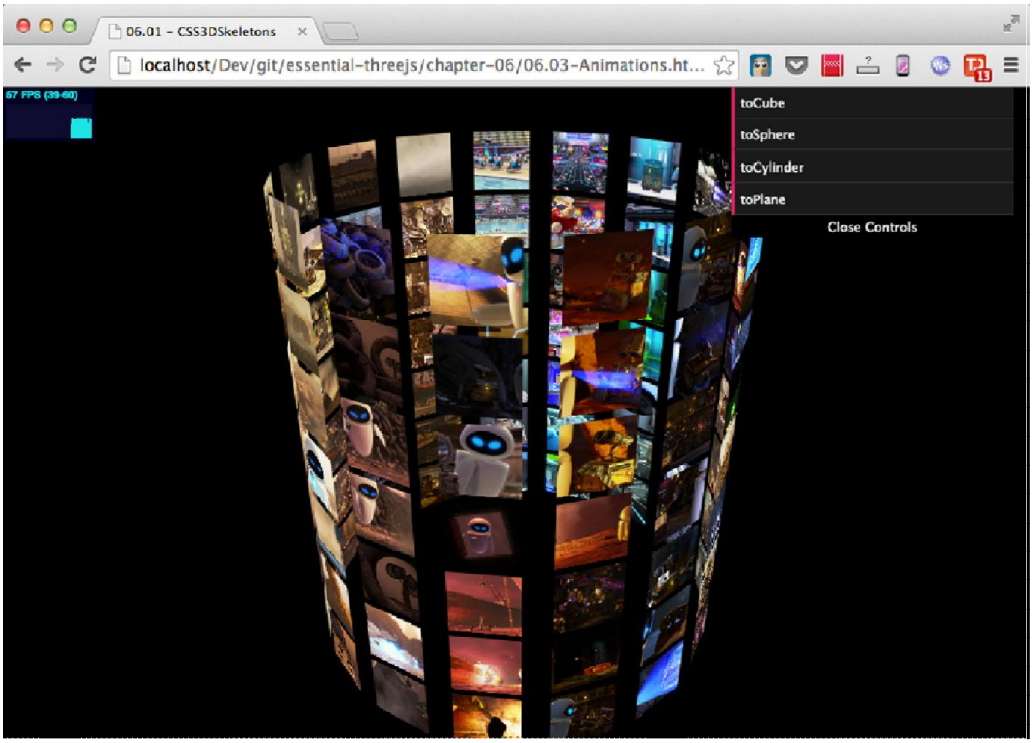

06.02 - Google Cube
localhost/Dev/git/essential-threejs/chapter-06/06.02-google-maps-cube.html
60 FPS (16-60)
View on Google Maps
Sign in
Enter coordinates:
52.3702,4.8952

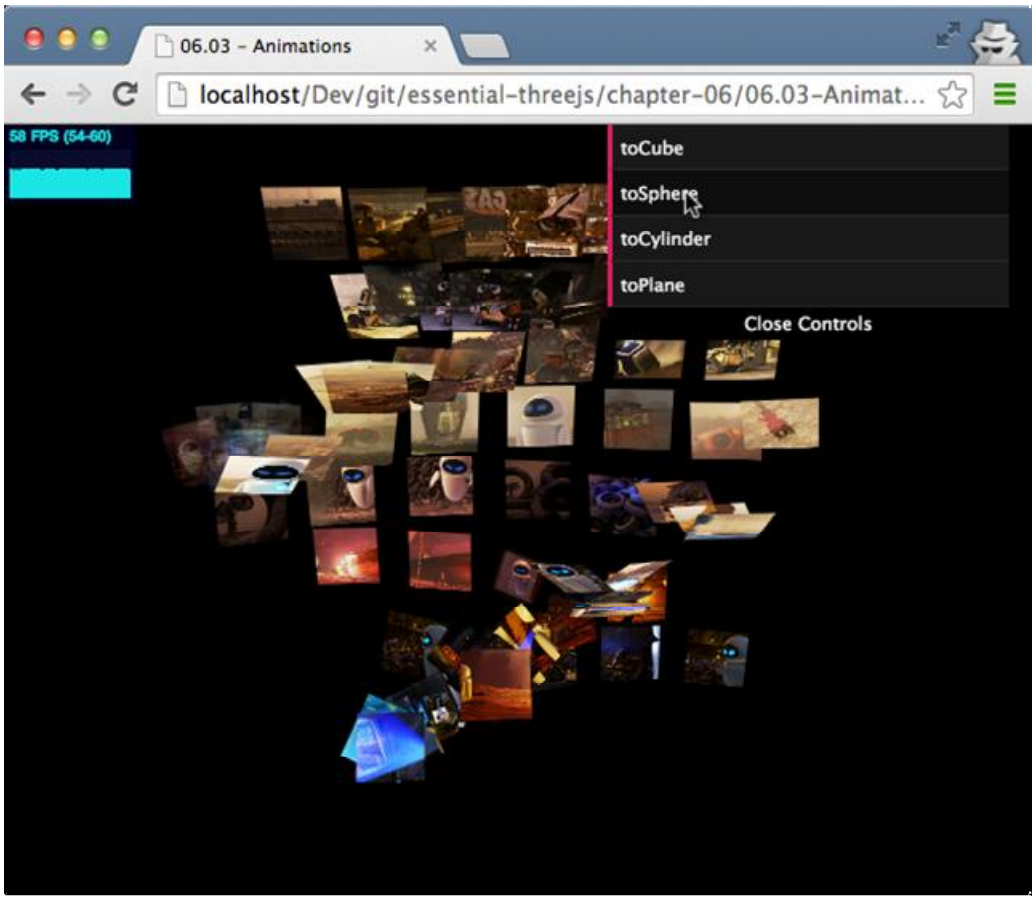

localhost/Dev/git/essentia
localhost/Dev/git/essential-threejs/chapter-06/gm-embed.html
View on Google Maps
Sign in
Kompa
Bogo-Bogo
Karimama
Parc National du W du Niger
Birni Lafia
Niger
Tomboutou
Malanvil
RNIE
Google
©2014 Google - Map data ©2014 Google Imagery ©2014 TerraMetrics
Terms of Use

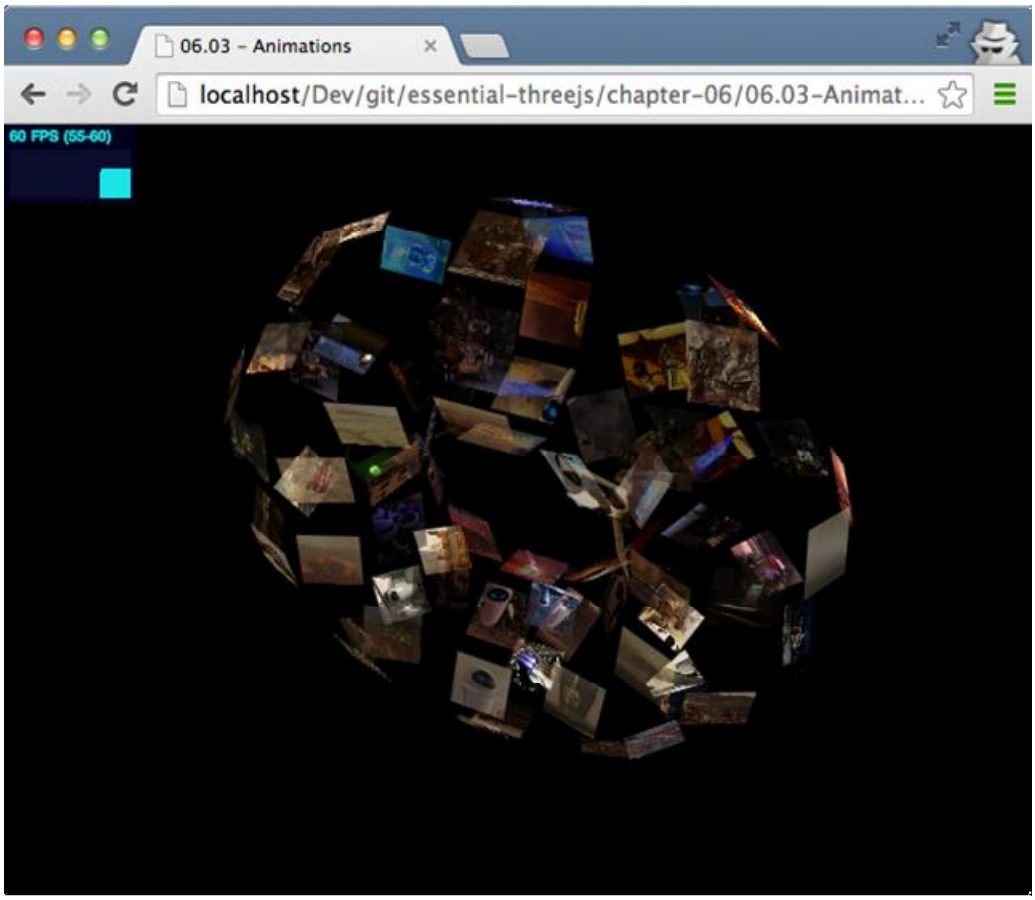

06.02 - Google Cube
localhost/Dev/git/essential-threejs/chapter-06/06.02-google...
60 FPS (22-60)
View on Google Maps
Tour Eiffel
Av. Gustave Eiffel
Google
©2014 Google - Map Data
Terms of Use
Report a map error
Enter coordinates:
48.85815, 2.29452

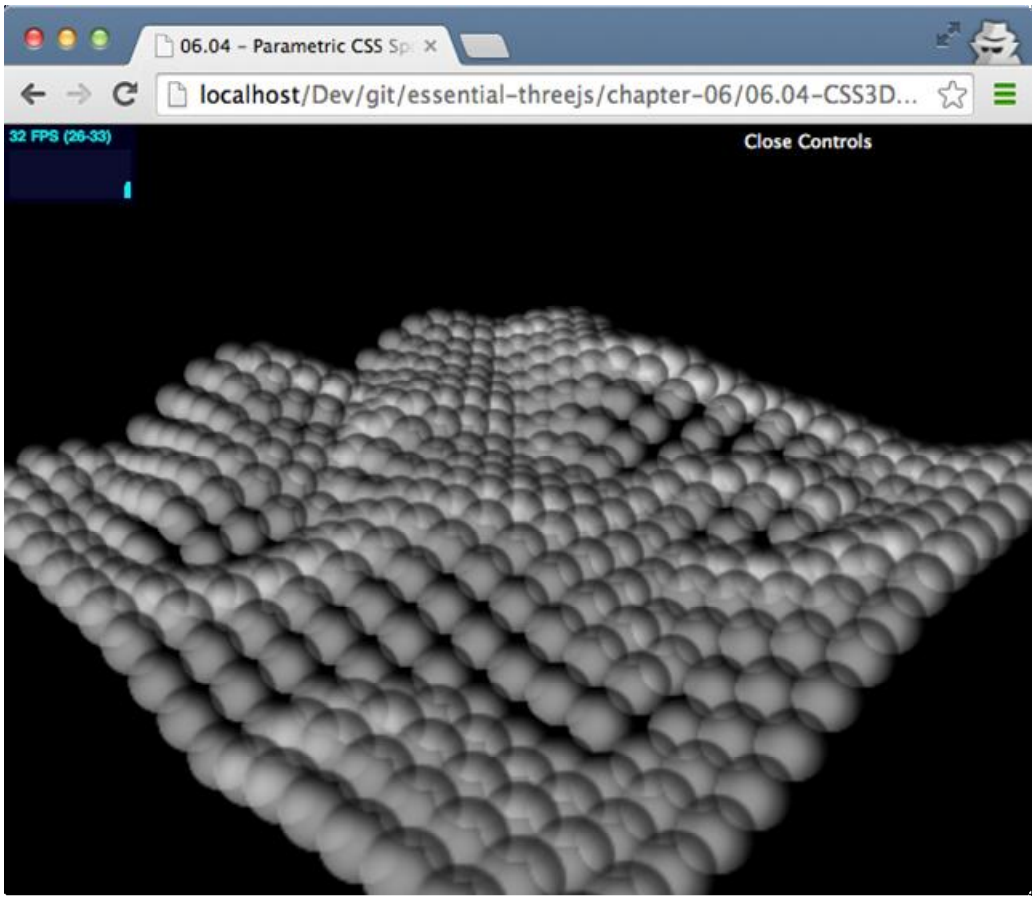

06.02 - Google Cube
localhost/Dev/git/essential-threejs/chapter-06/06.02-google...
60 FPS (13-61)
Enter coordinates:
52.3702,4.8952

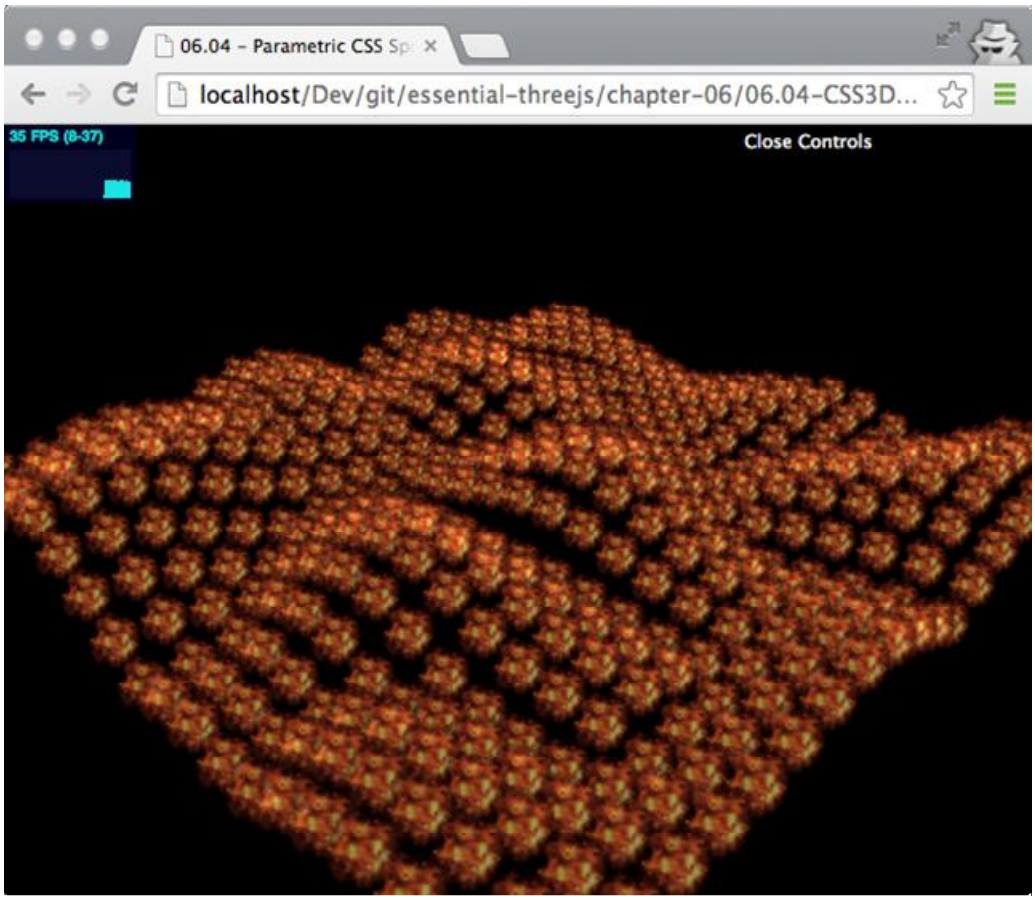

06.03 - Animations
localhost/Dev/git/essential-threejs/chapter-06/06.03-Animat...
60 FPS (54-60)
toCube
toSphere
toCylinder
toPlane
Close Controls


06.01 - CSS3DSkeletons
localhost/Dev/git/essential-threejs/chapter-06/06.03-Animations.ht...
57 FPS (39-60)
toCube
toSphere
toCylinder
toPlane
Close Controls

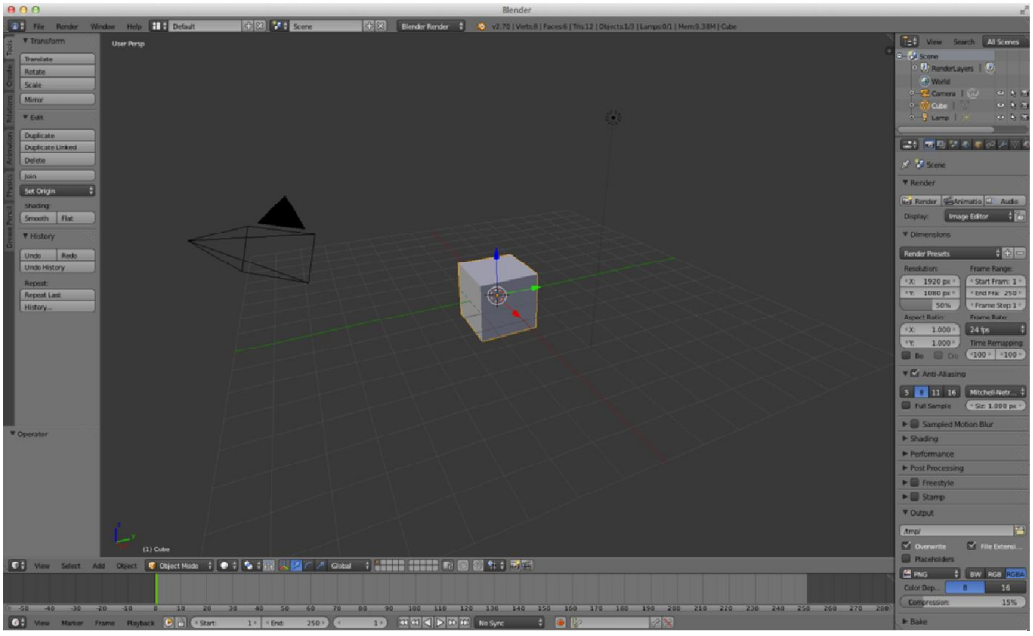

06.03 - Animations
localhost/Dev/git/essential-threejs/chapter-06/06.03-Animat...
58 FPS (54-60)
toCube
toSphere
toCylinder
toPlane
Close Controls

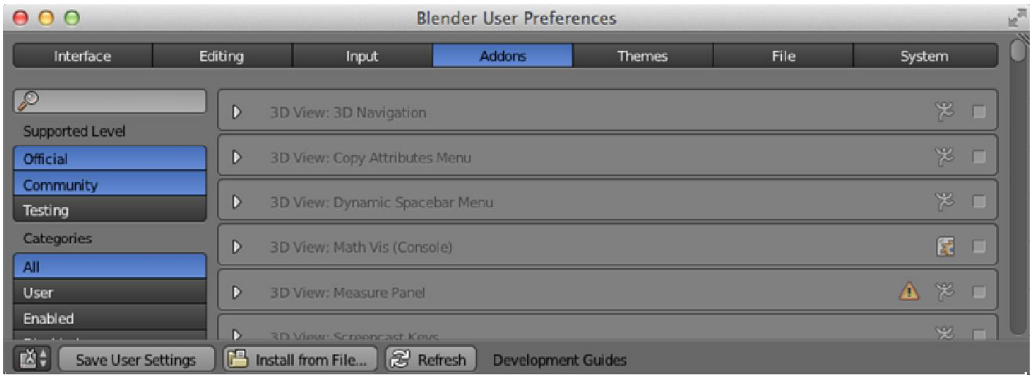

06.03 - Animations
localhost/Dev/git/essential-threejs/chapter-06/06.03-Animat...
60 FPS (55-60)

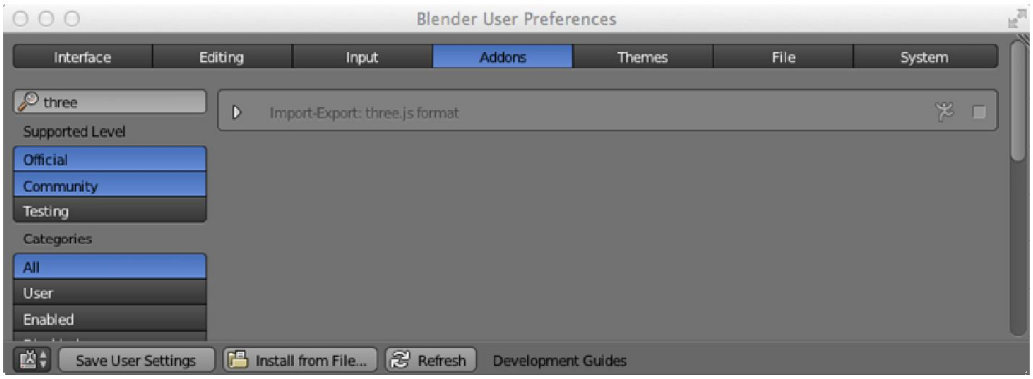

06.04 - Parametric CSS
localhost/Dev/git/essential-threejs/chapter-06/06.04-CSS3D...
32 FPS (26-33)
Close Controls

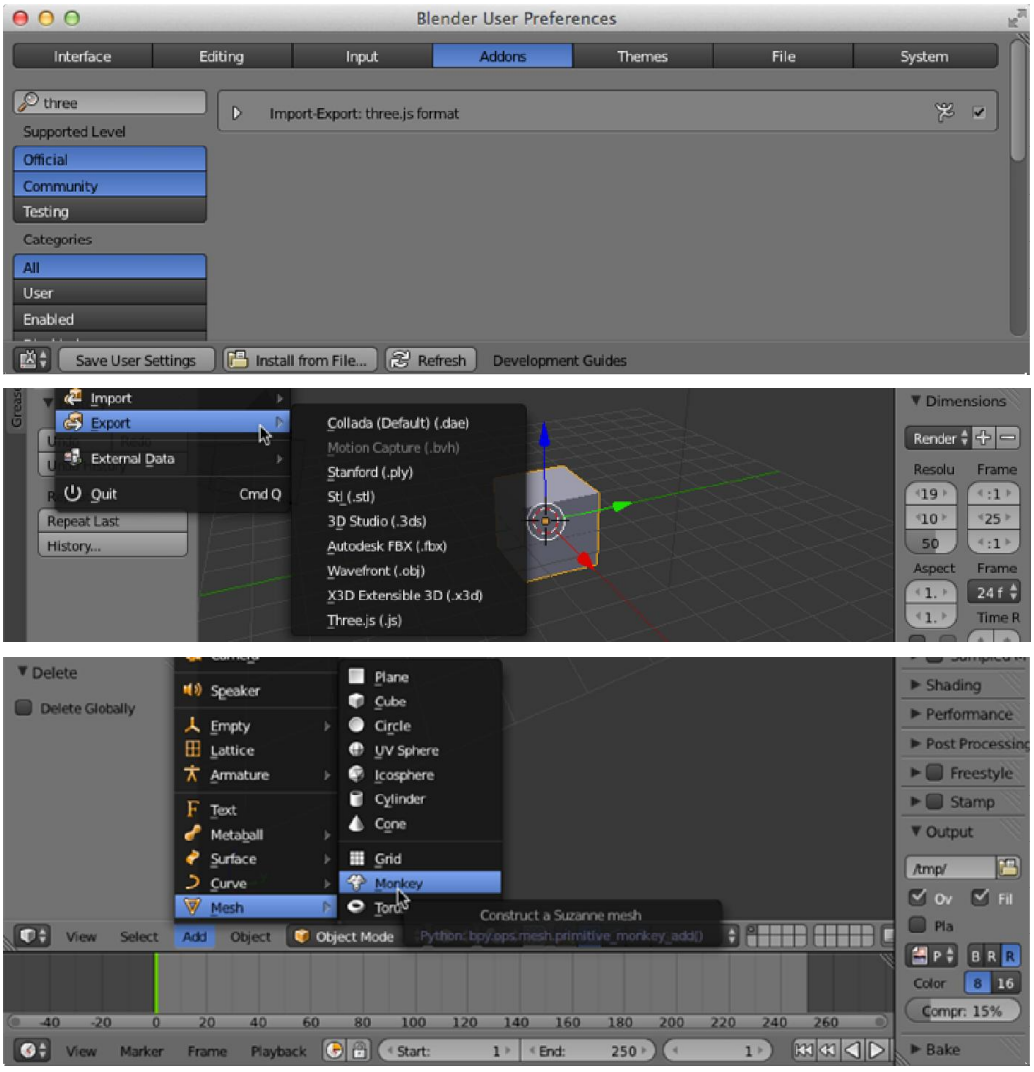


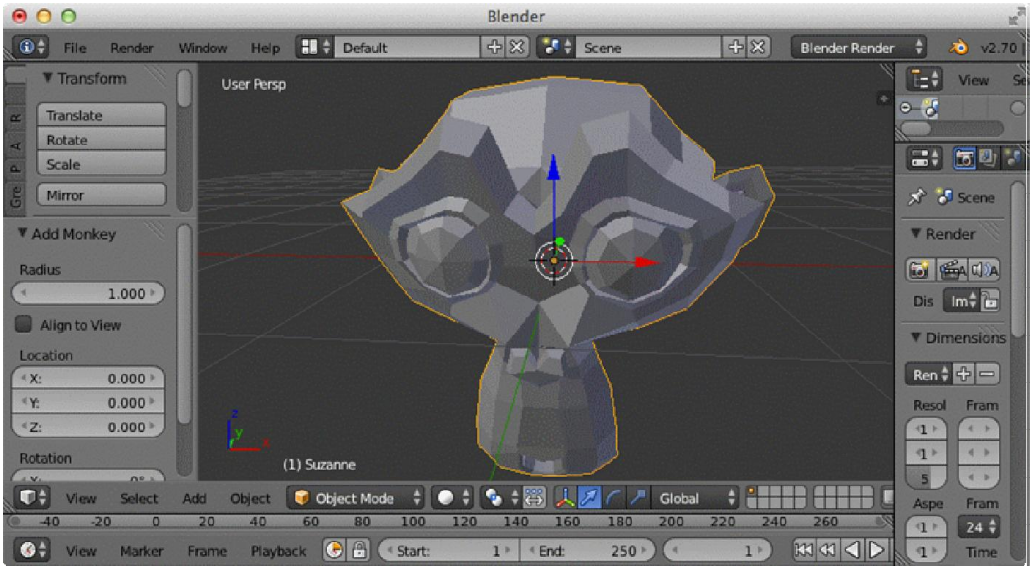
Chapter 7, *Loading and Animating External Models Using Blender*

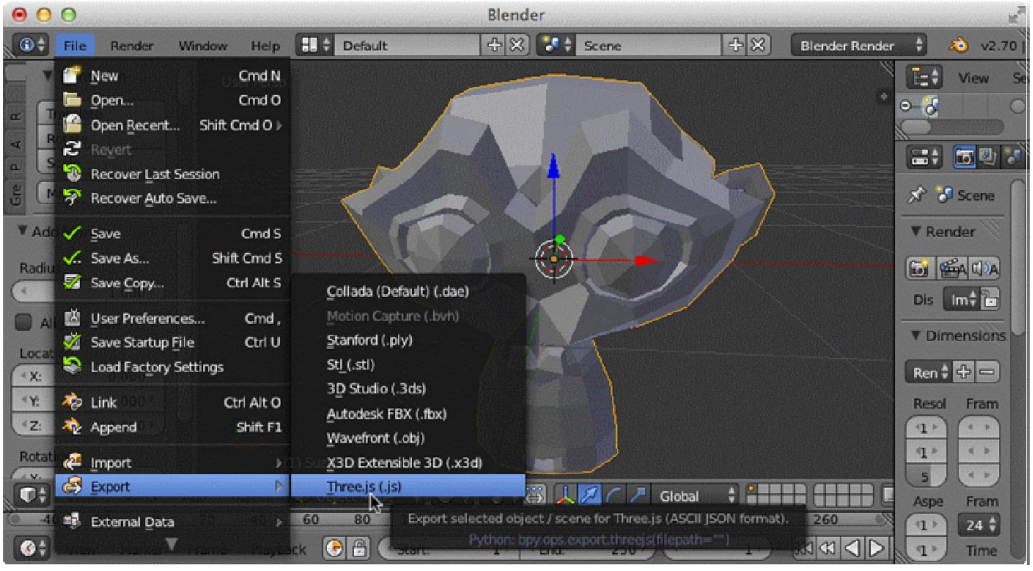


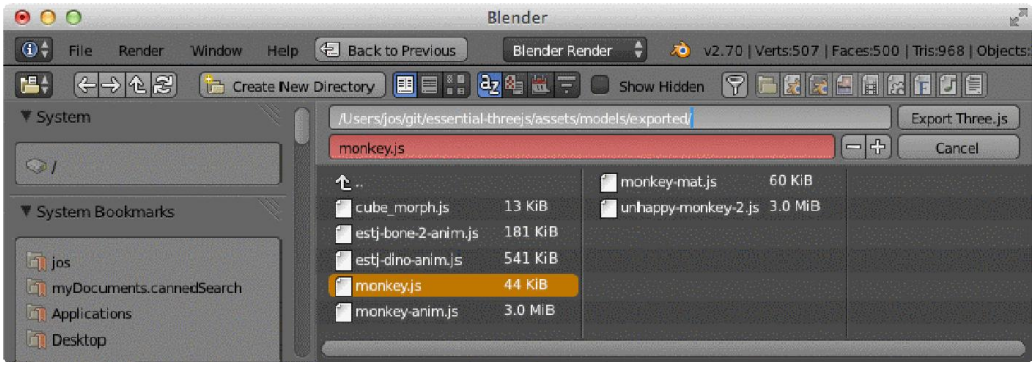

Blender User Preferences
Interface
Editing
Input
Addons
Themes
File
System
Supported Level
Official
Community
Testing
Categories
All
User
Enabled
3D View: 3D Navigation
3D View: Copy Attributes Menu
3D View: Dynamic Spacebar Menu
3D View: Math Vis (Console)
3D View: Measure Panel
Save User Settings
Install from File...
Refresh
Development Guides

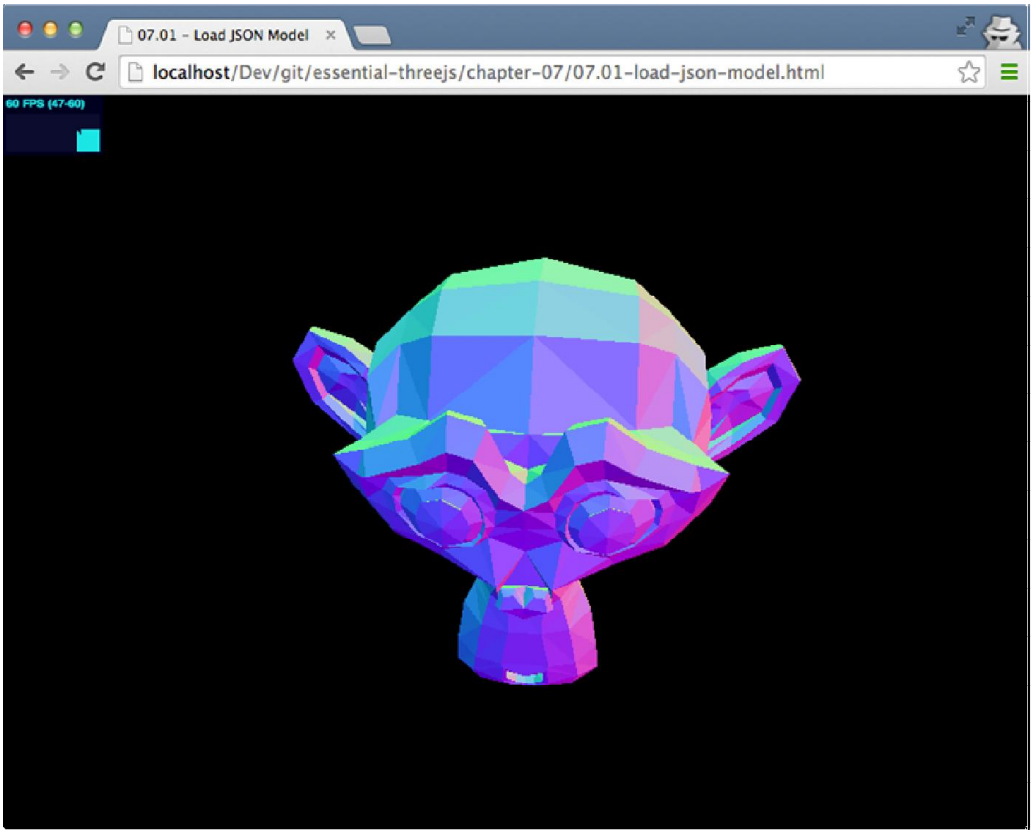

Blender User Preferences
Interface
Editing
Input
Addons
Themes
File
System
three
Import-Export: three.js format
Supported Level
Official
Community
Testing
Categories
All
User
Enabled
Save User Settings
Install from File...
Refresh
Development Guides

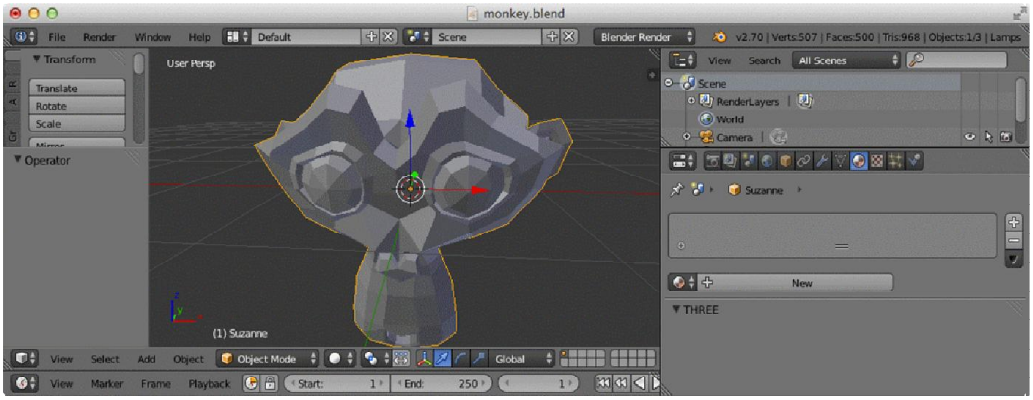

Blender User Preferences
Interface
Editing
Input
Addons
Themes
File
System
three
Supported Level
Official
Community
Testing
Categories
All
User
Enabled
Import-Export: three.js format
Save User Settings
Install from File...
Refresh
Development Guides
Import
Export
External Data
Quit
Cmd Q
Repeat Last
History...
Collada (Default) (.dae)
Motion Capture (.bvh)
Stanford (.ply)
Sti (.stl)
3D Studio (.3ds)
Autodesk FBX (.fbx)
Wavefront (.obj)
X3D Extensible 3D (.x3d)
Three.js (.js)
Dimensions
Render
Resolu
Frame
Aspect
Time R
Delete
Delete Globally
Speaker
Empty
Lattice
Armature
Text
Metaball
Surface
Curve
Mesh
Plane
Cube
Circle
UV Sphere
Icosphere
Cylinder
Cone
Grid
Monkey
Torus
Construct a Suzanne mesh
Shading
Performance
Post Processing
Freestyle
Stamp
Output
/tmp/
Color
Compr: 15%
Bake
View
Select
Add
Object
Object Mode
Marker
Frame
Playback
Start:
End:

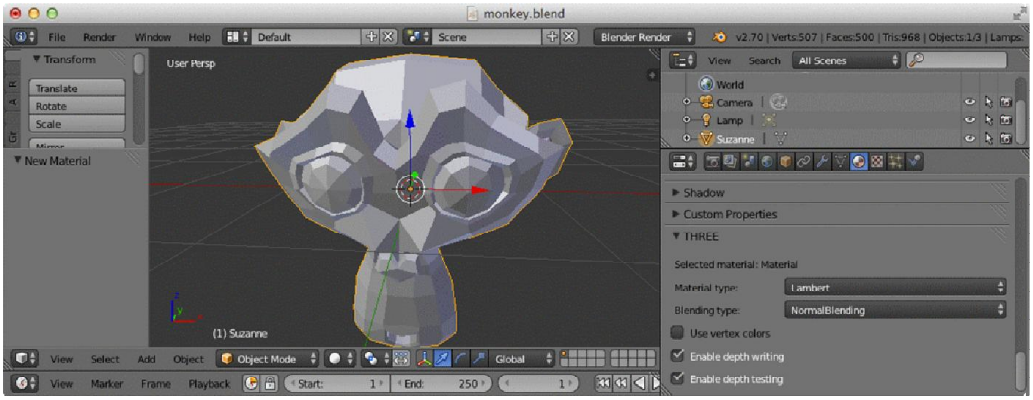

Blender
File Render Window Help
Default
Scene
Blender Render
v2.70
Transform
Translate
Rotate
Scale
Mirror
Add Monkey
Radius
1.000
Align to View
Location
X: 0.000
Y: 0.000
Z: 0.000
Rotation
User Persp
(1) Suzanne
View Select Add Object
Object Mode
Global
View Marker Frame Playback
Start: 1
End: 250
Render
Dimensions

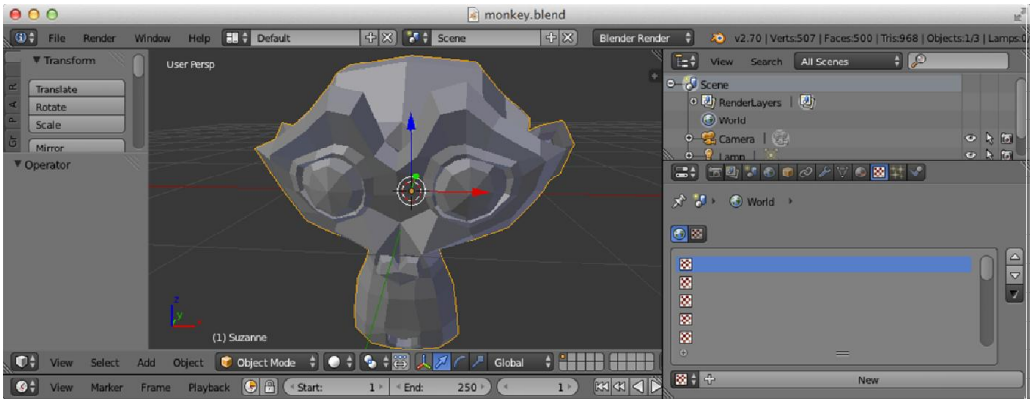

Blender
File Render Window Help
New Cmd N
Open... Cmd O
Open Recent... Shift Cmd O
Revert
Recover Last Session
Recover Auto Save...
Save Cmd S
Save As... Shift Cmd S
Save Copy... Ctrl Alt S
User Preferences... Cmd ,
Save Startup File Ctrl U
Load Factory Settings
Link Ctrl Alt O
Append Shift F1
Import
Export
External Data
Collada (Default) (.dae)
Motion Capture (.bvh)
Stanford (.ply)
Stl (.stl)
3D Studio (.3ds)
Autodesk FBX (.fbx)
Wavefront (.obj)
X3D Extensible 3D (.x3d)
Three.js (.js)
Export selected object / scene for Three.js (ASCII JSON format).
Python: bpy.ops.export.threejs(filepath="")

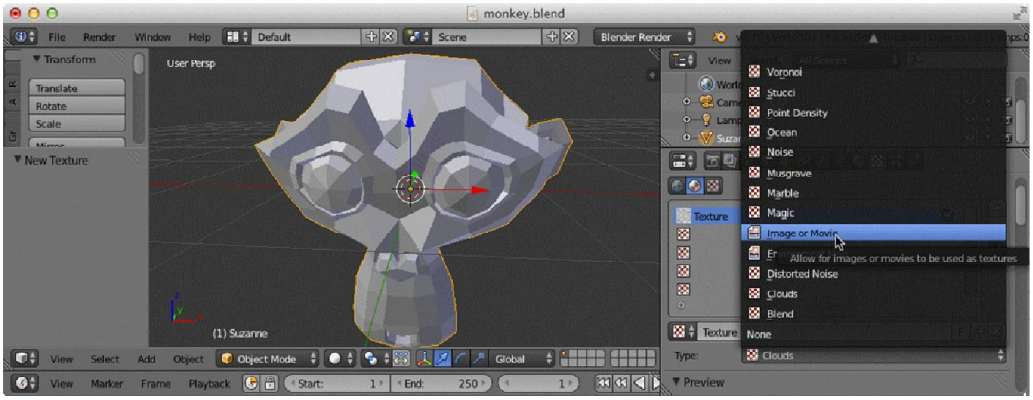

Blender
File
Render
Window
Help
Back to Previous
Blender Render
v2.70 | Verts:507 | Faces:500 | Tris:968 | Objects:
Create New Directory
Show Hidden
System
/
System Bookmarks
jos
myDocuments.cannedSearch
Applications
Desktop
/Users/jos/git/essential-threejs/assets/models/exported/
Export Three.js
monkey.js
Cancel
..
cube_morph.js 13 KiB
estj-bone-2-anim.js 181 KiB
estj-dino-anim.js 541 KiB
monkey.js 44 KiB
monkey-anim.js 3.0 MiB
monkey-mat.js 60 KiB
unhappy-monkey-2.js 3.0 MiB

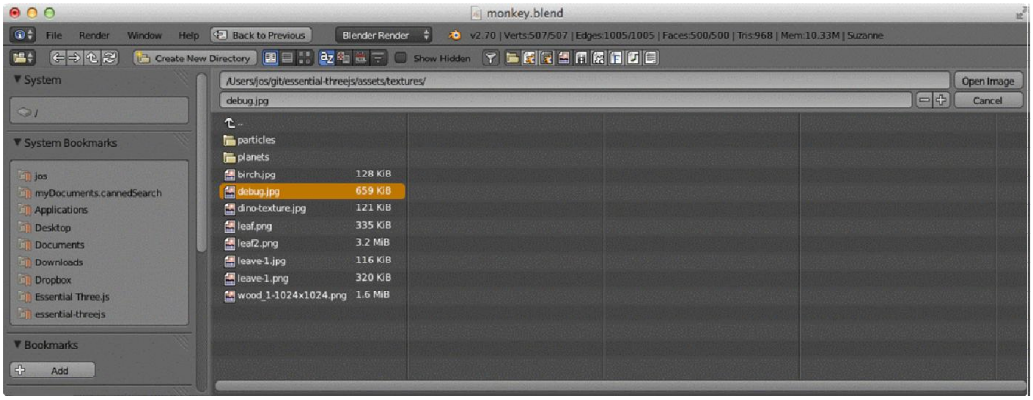

07.01 - Load JSON Model
localhost/Dev/git/essential-threejs/chapter-07/07.01-load-json-model.html
60 FPS (47-60)

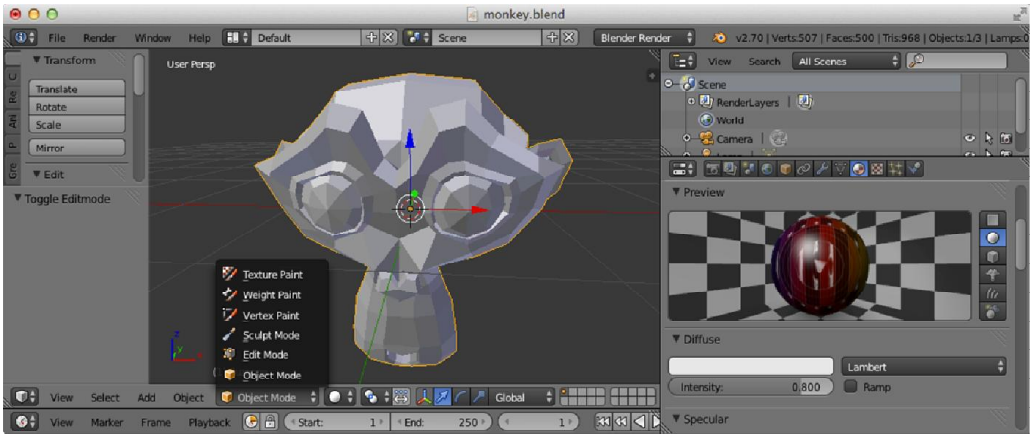

monkey.blend
File Render Window Help Default Scene Blender Render v2.70 | Verts:507 | Faces:500 | Tris:968 | Objects:1/3 | Lamps
Transform
Translate
Rotate
Scale
Operator
User Persp
(1) Suzanne
View Select Add Object Object Mode Global
View Marker Frame Playback Start: 1 End: 250 1
View Search All Scenes
Scene
RenderLayers
World
Camera
Suzanne
New
THREE

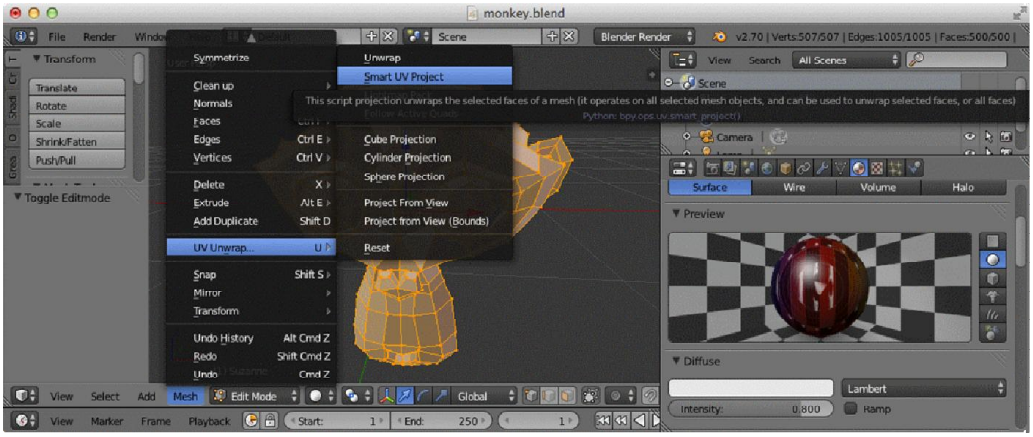

monkey.blend
File Render Window Help Default Scene Blender Render v2.70 | Verts:507 | Faces:500 | Tris:968 | Objects:1/3 | Lamps
Transform
Translate
Rotate
Scale
New Material
User Persp
(1) Suzanne
View Select Add Object Object Mode Global
View Marker Frame Playback Start: 1 End: 250 1
View Search All Scenes
World
Camera
Lamp
Suzanne
Shadow
Custom Properties
THREE
Selected material: Material
Material type: Lambert
Blending type: NormalBlending
Use vertex colors
Enable depth writing
Enable depth testing

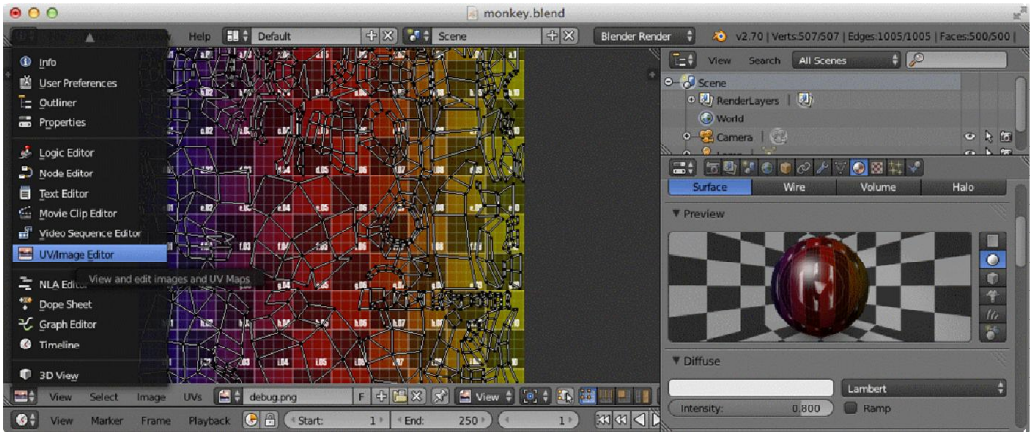

monkey.blend
File Render Window Help Default Scene Blender Render v2.70 | Verts:507 | Faces:500 | Tris:968 | Objects:1/3 | Lamps
Transform
Translate
Rotate
Scale
Mirror
Operator
User Persp
(1) Suzanne
View Select Add Object Object Mode Global
View Marker Frame Playback Start: 1 End: 250 1
View Search All Scenes
Scene
RenderLayers
World
Camera
Lamp
World
New

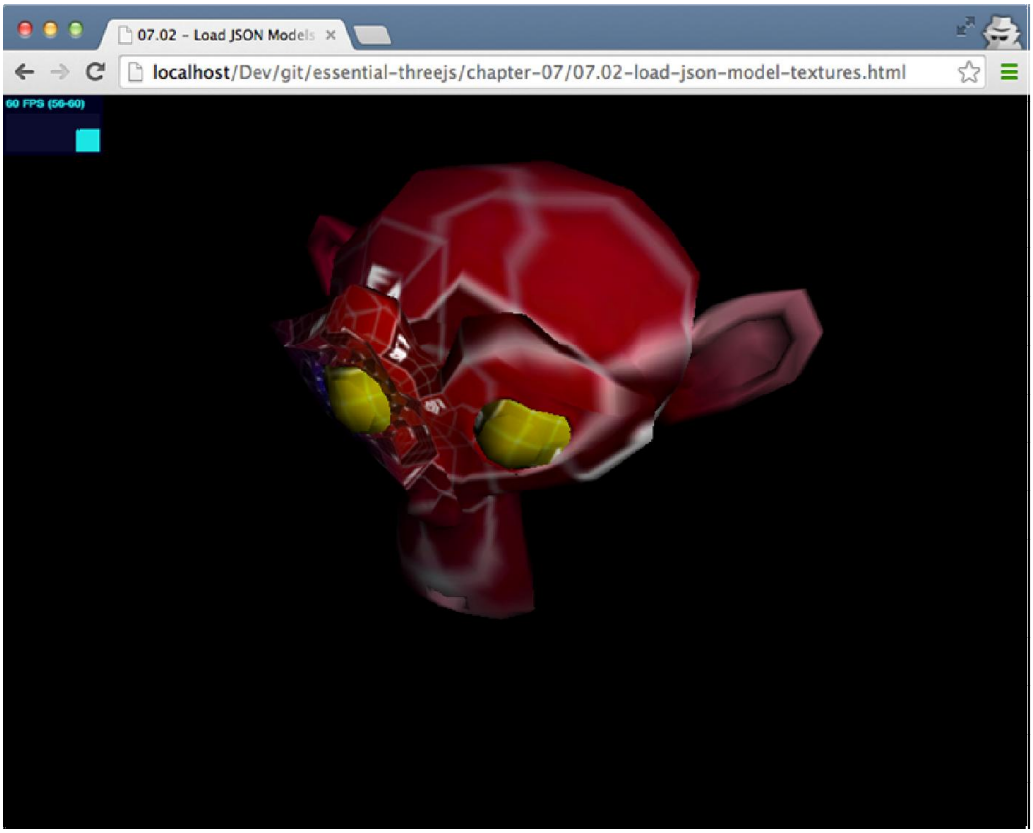

monkey.blend
File Render Window Help Default Scene Blender Render
Transform
Translate
Rotate
Scale
New Texture
User Persp
(1) Suzanne
View Select Add Object Object Mode Global
View Marker Frame Playback Start: 1 End: 250 1
Texture
Type: Clouds
Voronoi
Stucci
Point Density
Ocean
Noise
Musgrave
Marble
Magic
Image or Movie
Distorted Noise
Clouds
Blend
None
Allow for images or movies to be used as textures
Preview

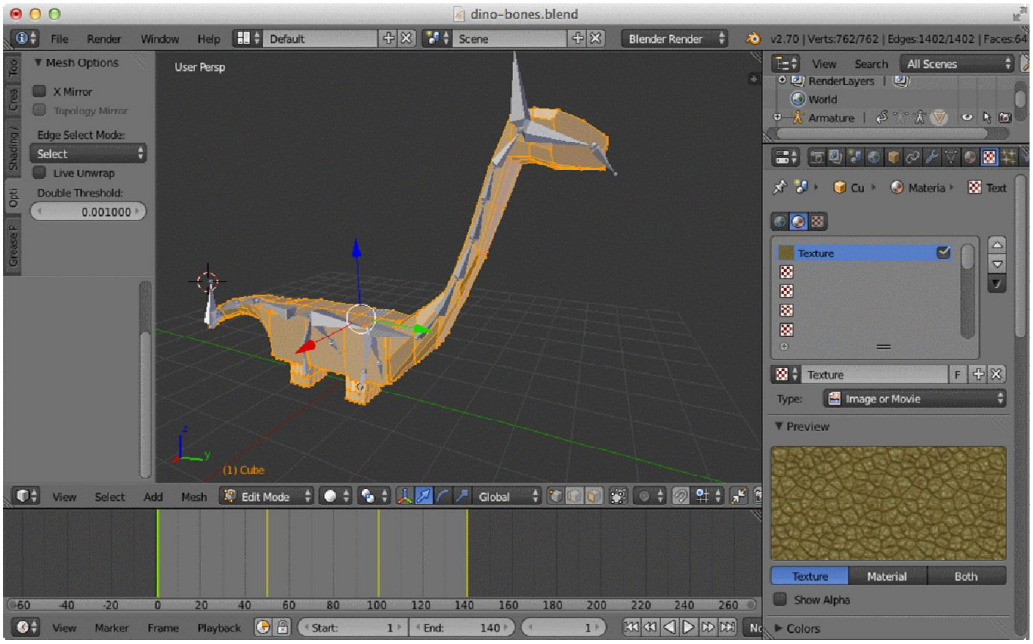

monkey.blend
File Render Window Help Back to Previous Blender Render
Create New Directory Show Hidden
System
/Users/jos/git/essential-threejs/assets/textures/
debug.jpg
Open Image
Cancel
System Bookmarks
jos
myDocuments.cannedSearch
Applications
Desktop
Documents
Downloads
Dropbox
Essential Three.js
essential-threejs
Bookmarks
Add
particles
planets
birch.jpg 128 KiB
debug.jpg 659 KiB
dino-texture.jpg 121 KiB
leaf.png 335 KiB
leaf2.png 3.2 MiB
leave-1.jpg 116 KiB
leave-1.png 320 KiB
wood_1-1024x1024.png 1.6 MiB

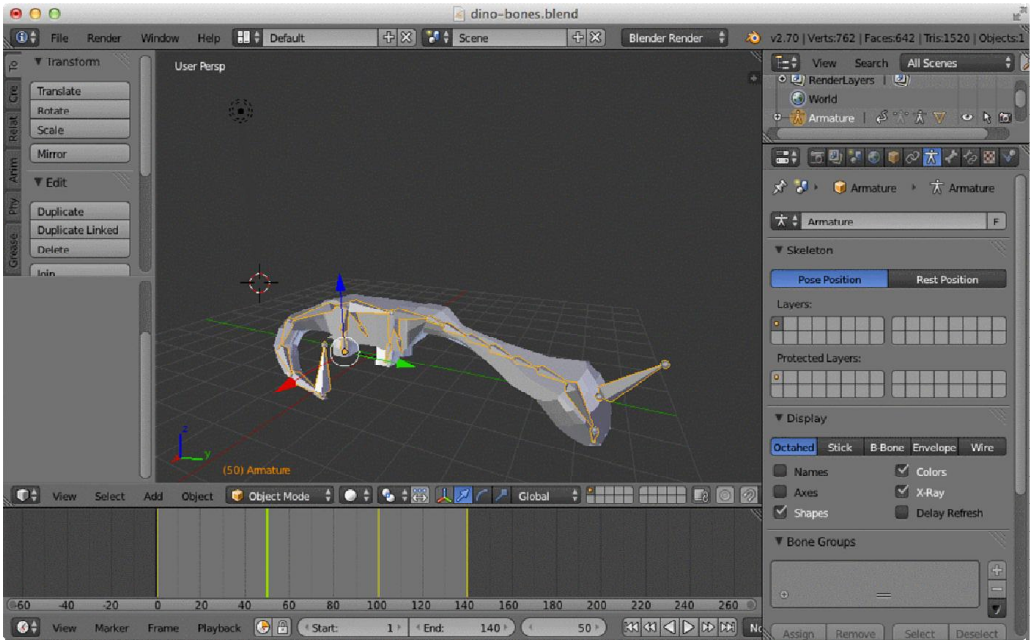

monkey.blend
File Render Window Help Default Scene Blender Render
Transform
Translate
Rotate
Scale
Mirror
Edit
Toggle Editmode
User Persp
Texture Paint
Weight Paint
Vertex Paint
Sculpt Mode
Edit Mode
Object Mode
View Select Add Object Object Mode Global
View Marker Frame Playback Start: 1 End: 250 1
View Search All Scenes
Scene
RenderLayers
World
Camera
Preview
Diffuse
Lambert
Intensity: 0.800
Ramp
Specular

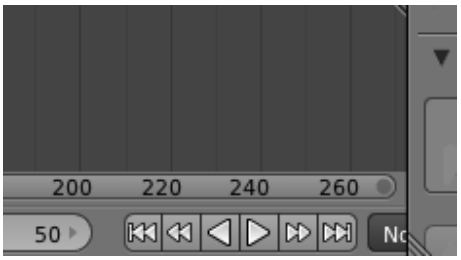

monkey.blend
File
Render
Scene
Blender Render
v2.70 | Verts:507/507 | Edges:1005/1005 | Faces:500/500
Transform
Translate
Rotate
Scale
Shrink/Fatten
Push/Pull
Toggle Editmode
Symmetrize
Clean up
Normals
Faces
Edges Ctrl E
Vertices Ctrl V
Delete X
Extrude Alt E
Add Duplicate Shift D
UV Unwrap... U
Snap Shift S
Mirror
Transform
Undo History Alt Cmd Z
Redo Shift Cmd Z
Undo Cmd Z
Unwrap
Smart UV Project
This script projection unwraps the selected faces of a mesh (it operates on all selected mesh objects, and can be used to unwrap selected faces, or all faces)
Python: bpy.ops.uv.smart_project()
Cube Projection
Cylinder Projection
Sphere Projection
Project From View
Project from View (Bounds)
Reset
View
Search
All Scenes
Camera
Surface
Wire
Volume
Halo
Preview
Diffuse
Lambert
Intensity: 0.800
Ramp
View Select Add Mesh Edit Mode Global
View Marker Frame Playback Start: 1 End: 250 1

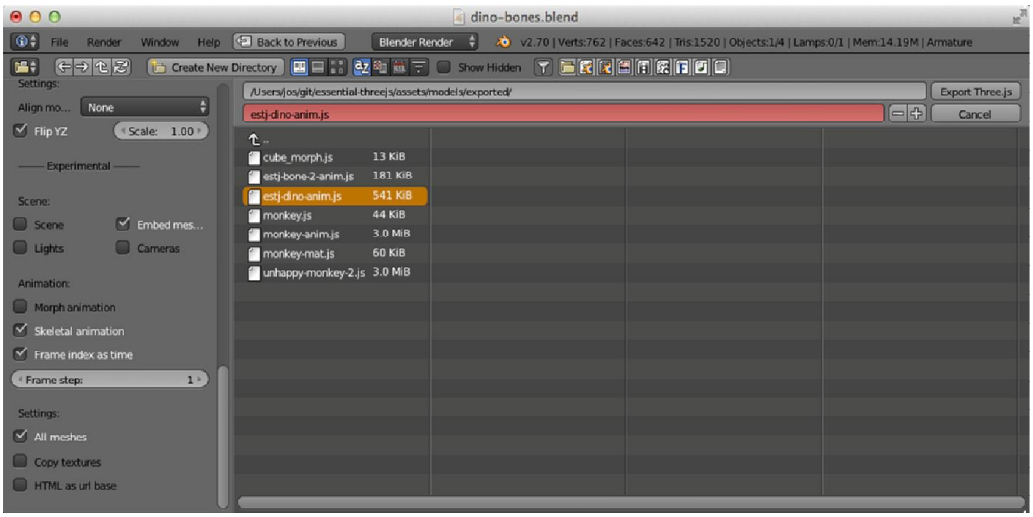

monkey.blend
Help
Default
Scene
Blender Render
v2.70 | Verts:507/507 | Edges:1005/1005 | Faces:500/500
Info
User Preferences
Outliner
Properties
Logic Editor
Node Editor
Text Editor
Movie Clip Editor
Video Sequence Editor
UV/Image Editor
View and edit images and UV Maps
NLA Edi...
Dope Sheet
Graph Editor
Timeline
3D View
View Search All Scenes
Scene
RenderLayers
World
Camera
Surface
Wire
Volume
Halo
Preview
Diffuse
Lambert
Intensity: 0.800
Ramp
View Select Image UVs debug.png F View
View Marker Frame Playback Start: 1 End: 250 1

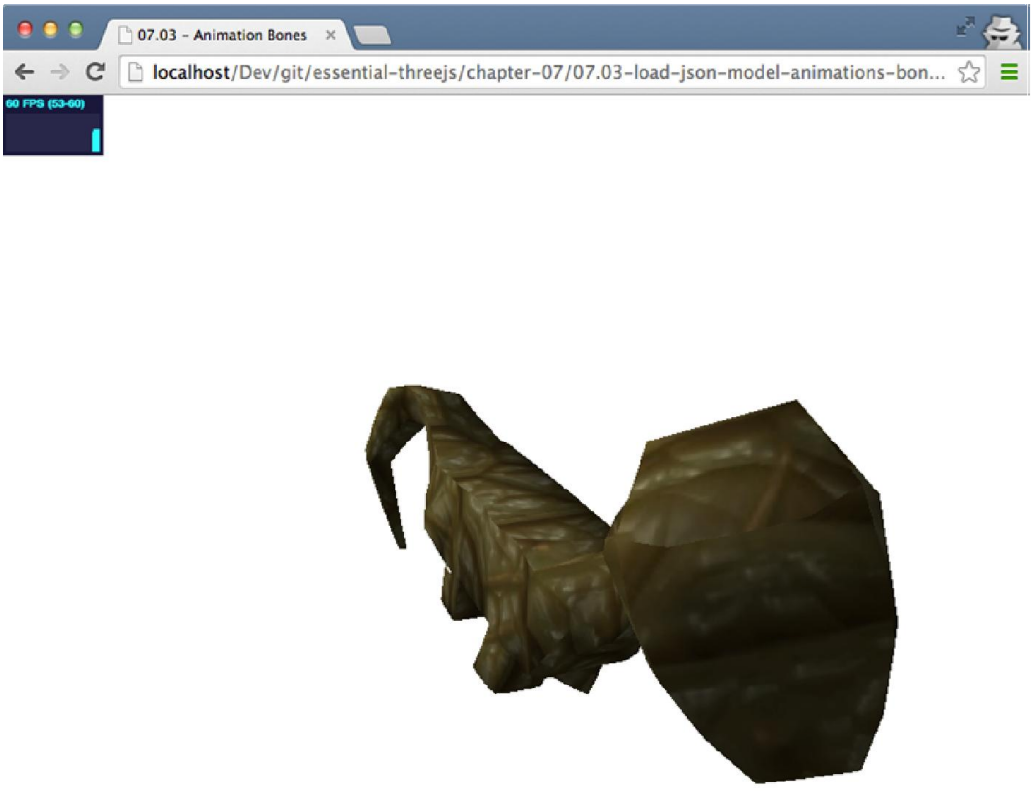

07.02 - Load JSON Models
localhost/Dev/git/essential-threejs/chapter-07/07.02-load-json-model-textures.html
60 FPS (56-60)

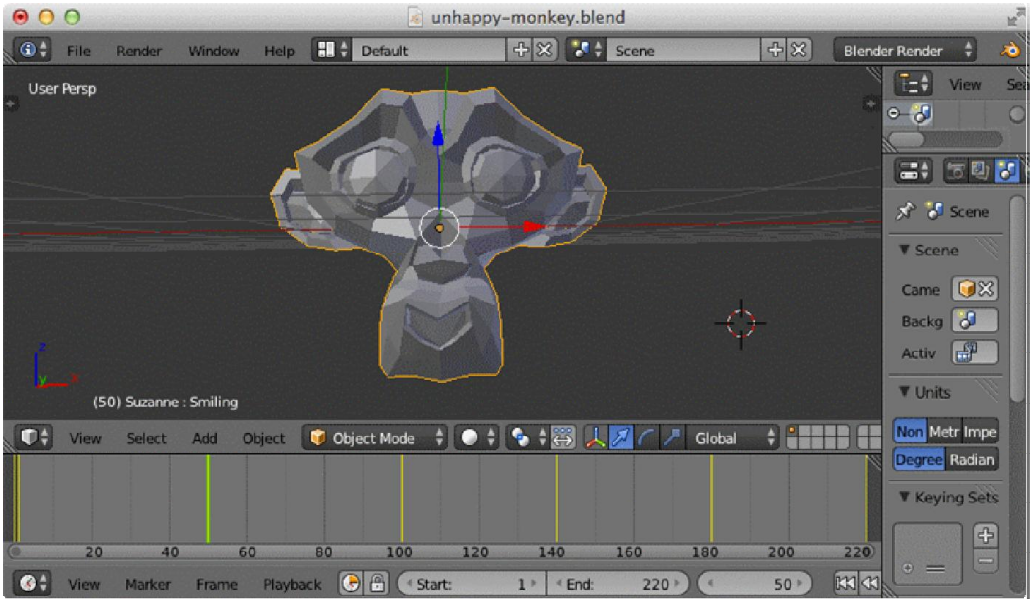

dino-bones.blend
File Render Window Help Default Scene Blender Render v2.70 | Verts:762/762 | Edges:1402/1402 | Faces:64
Mesh Options
X Mirror
Topology Mirror
Edge Select Mode:
Select
Live Unwrap
Double Threshold:
0.001000
User Persp
(1) Cube
View Select Add Mesh Edit Mode Global
View Marker Frame Playback Start: 1 End: 140 1
View Search All Scenes
RenderLayers
World
Armature
Texture
Type: Image or Movie
Preview
Texture Material Both
Show Alpha
Colors

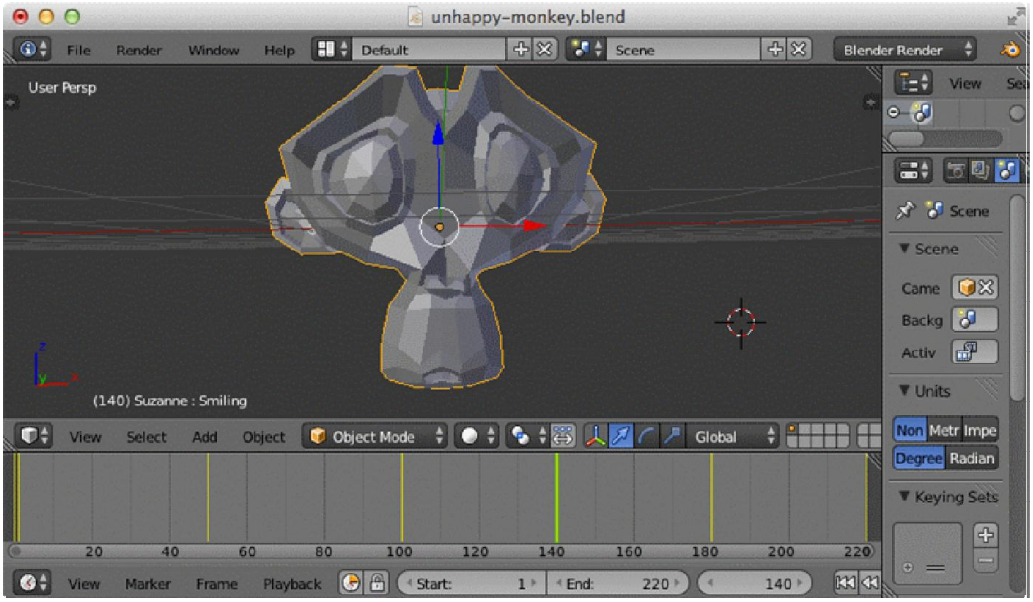

dino-bones.blend
File Render Window Help Default Scene Blender Render v2.70 | Verts:762 | Faces:642 | Tris:1520 | Objects:1
Transform
Translate
Rotate
Scale
Mirror
Edit
Duplicate
Duplicate Linked
Delete
User Persp
(50) Armature
View Select Add Object Object Mode Global
View Marker Frame Playback Start: 1 End: 140 50
View Search All Scenes
RenderLayers
World
Armature
Armature
Skeleton
Pose Position Rest Position
Layers:
Protected Layers:
Display
Octahed Stick B-Bone Envelope Wire
Names Colors
Axes X-Ray
Shapes Delay Refresh
Bone Groups
Assign Remove Select Deselect

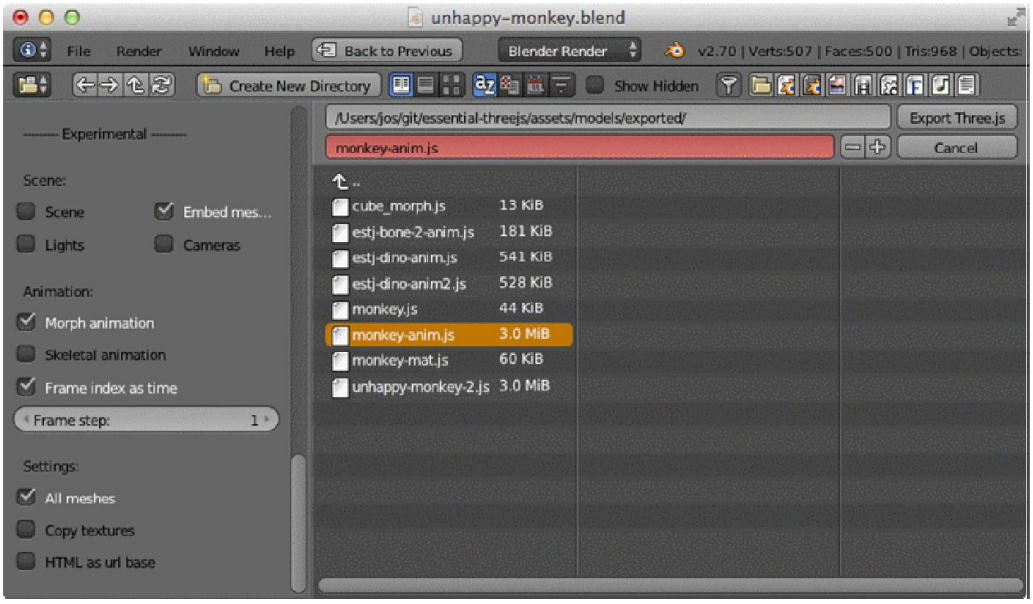

200
220
240
260
50

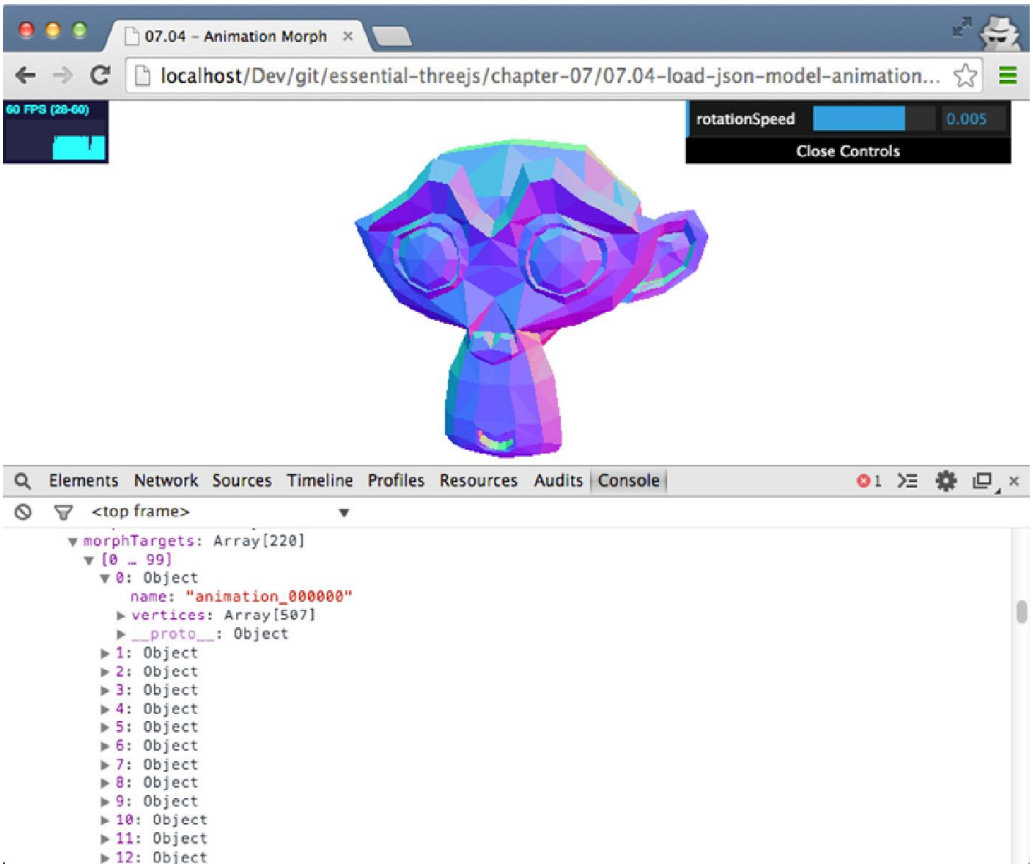

dino-bones.blend
File
Render
Window
Help
Back to Previous
Blender Render
v2.70 | Verts:762 | Faces:642 | Tris:1520 | Objects:1/4 | Lamps:0/1 | Mem:14.19M | Armature
Create New Directory
Show Hidden
Settings:
Align mo...
None
Flip YZ
Scale: 1.00
Experimental
Scene:
Scene
Embed mes...
Lights
Cameras
Animation:
Morph animation
Skeletal animation
Frame index as time
Frame step: 1
Settings:
All meshes
Copy textures
HTML as url base
/Users/jos/git/essential-threejs/assets/models/exported/
estj-dino-anim.js
Export Three.js
Cancel
cube_morph.js 13 KiB
estj-bone-2-anim.js 181 KiB
estj-dino-anim.js 541 KiB
monkey.js 44 KiB
monkey-anim.js 3.0 MiB
monkey-mat.js 60 KiB
unhappy-monkey-2.js 3.0 MiB


07.03 - Animation Bones
localhost/Dev/git/essential-threejs/chapter-07/07.03-load-json-model-animations-bon...
60 FPS (53-60)


unhappy-monkey.blend
File Render Window Help Default Scene Blender Render
User Persp
(50) Suzanne : Smiling
View Select Add Object Object Mode Global
20 40 60 80 100 120 140 160 180 200 220
View Marker Frame Playback Start: 1 End: 220 50
Scene
Units
Keying Sets


unhappy-monkey.blend
File Render Window Help Default Scene Blender Render
User Persp
(140) Suzanne : Smiling
View Select Add Object Object Mode Global
20 40 60 80 100 120 140 160 180 200 220
View Marker Frame Playback Start: 1 End: 220 140
Scene
Units
Keying Sets


unhappy-monkey.blend
File
Render
Window
Help
Back to Previous
Blender Render
v2.70 | Verts:507 | Faces:500 | Tris:968 | Objects:
Create New Directory
Show Hidden
Experimental
Scene:
Scene
Embed mes...
Lights
Cameras
Animation:
Morph animation
Skeletal animation
Frame index as time
Frame step: 1
Settings:
All meshes
Copy textures
HTML as url base
/Users/jos/git/essential-threejs/assets/models/exported/
Export Three.js
monkey-anim.js
Cancel
..
cube_morph.js 13 KiB
estj-bone-2-anim.js 181 KiB
estj-dino-anim.js 541 KiB
estj-dino-anim2.js 528 KiB
monkey.js 44 KiB
monkey-anim.js 3.0 MiB
monkey-mat.js 60 KiB
unhappy-monkey-2.js 3.0 MiB


07.04 - Animation Morph
localhost/Dev/git/essential-threejs/chapter-07/07.04-load-json-model-animation...
60 FPS (28-60)
rotationSpeed
0.005
Close Controls
Elements
Network
Sources
Timeline
Profiles
Resources
Audits
Console
<top frame>
morphTargets: Array[220]
[0 … 99]
0: Object
name: "animation_000000"
vertices: Array[507]
__proto__: Object
1: Object
2: Object
3: Object
4: Object
5: Object
6: Object
7: Object
8: Object
9: Object
10: Object
11: Object
12: Object

07.04 - Animation Morph
localhost/Dev/git/essential-threejs/chapter-07/07.04-load-json-model-animation...
60 FPS (28-60)