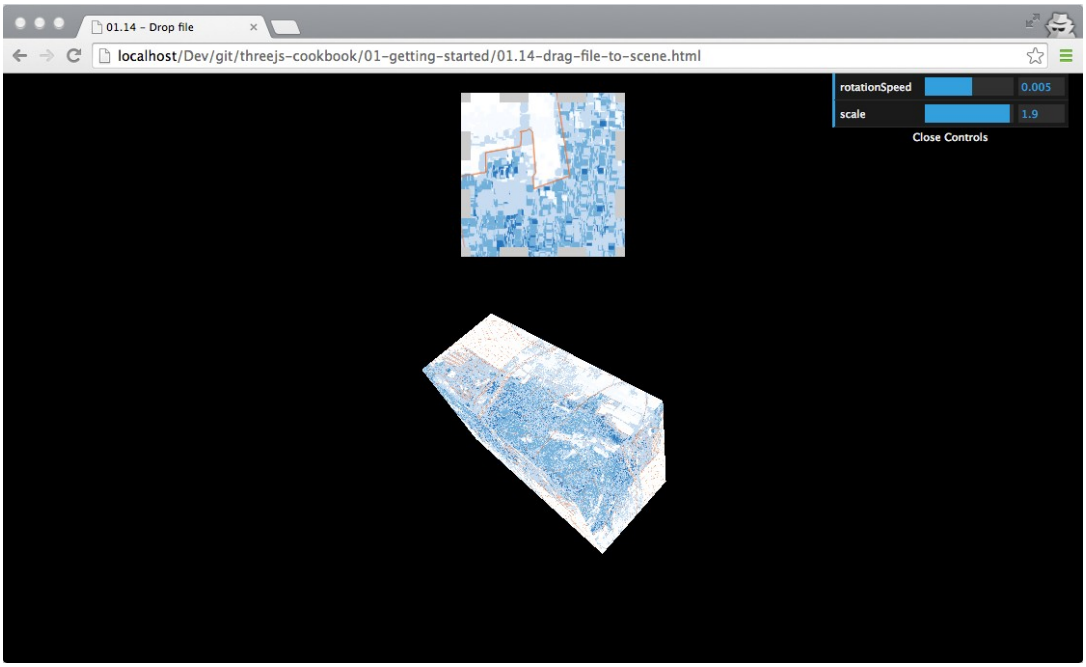
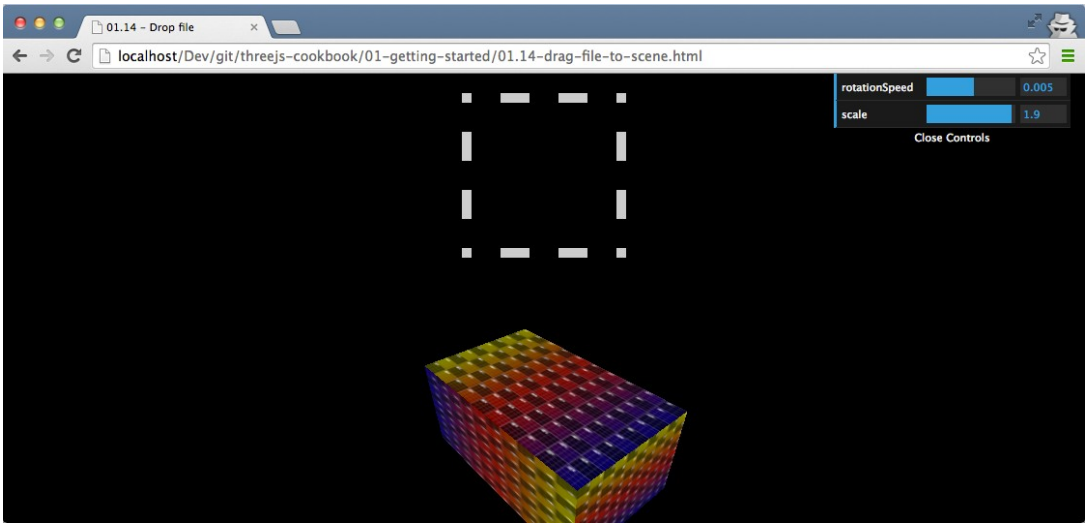
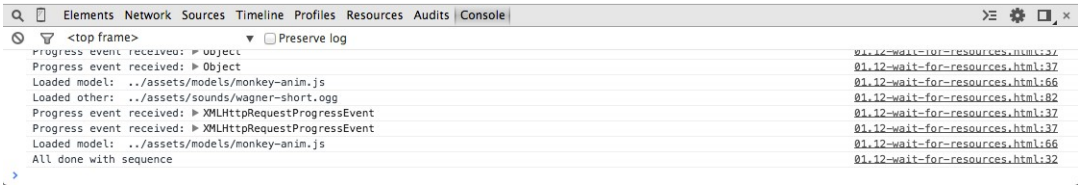
Chapter 1: Getting Started

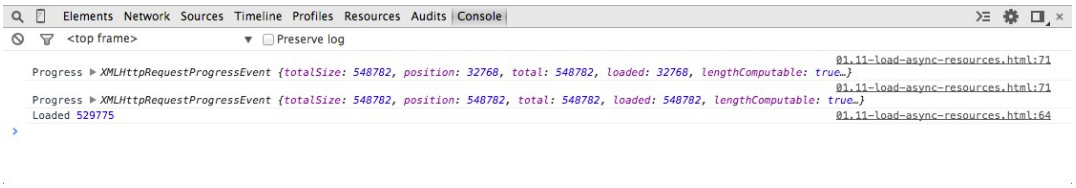




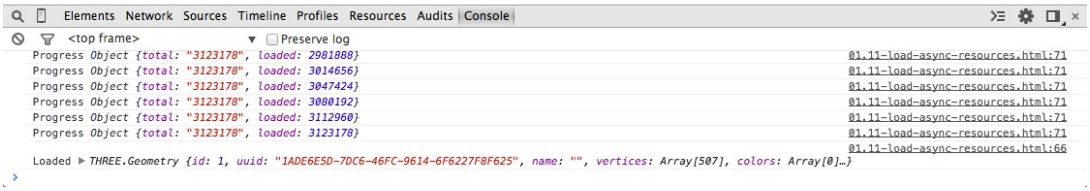
01.12 - wait for resources
localhost/Dev/git/threejs-cookbook/01-getting-started/01.12-wait-for-resources.html


Elements Network Sources Timeline Profiles Resources Audits Console
<top frame>
Preserve log
Progress event received: ▶ Object 01.12-wait-for-resources.html:37
Progress event received: ▶ Object 01.12-wait-for-resources.html:37
Loaded model: ../assets/models/monkey-anim.js 01.12-wait-for-resources.html:66
Loaded other: ../assets/sounds/wagner-short.ogg 01.12-wait-for-resources.html:82
Progress event received: ▶ XMLHttpRequestProgressEvent 01.12-wait-for-resources.html:37
Progress event received: ▶ XMLHttpRequestProgressEvent 01.12-wait-for-resources.html:37
Loaded model: ../assets/models/monkey-anim.js 01.12-wait-for-resources.html:66
All done with sequence 01.12-wait-for-resources.html:32

01.11 - load resources
localhost/Dev/git/threejs-cookbook/01-getting-started/01.11-load-async-resources.html


Elements Network Sources Timeline Profiles Resources Audits Console
<top frame>
Preserve log
01.11-load-async-resources.html:71
Progress ▶ XMLHttpRequestProgressEvent {totalSize: 548782, position: 32768, total: 548782, loaded: 32768, lengthComputable: true…}
01.11-load-async-resources.html:71
Progress ▶ XMLHttpRequestProgressEvent {totalSize: 548782, position: 548782, total: 548782, loaded: 548782, lengthComputable: true…}
Loaded 529775 01.11-load-async-resources.html:64

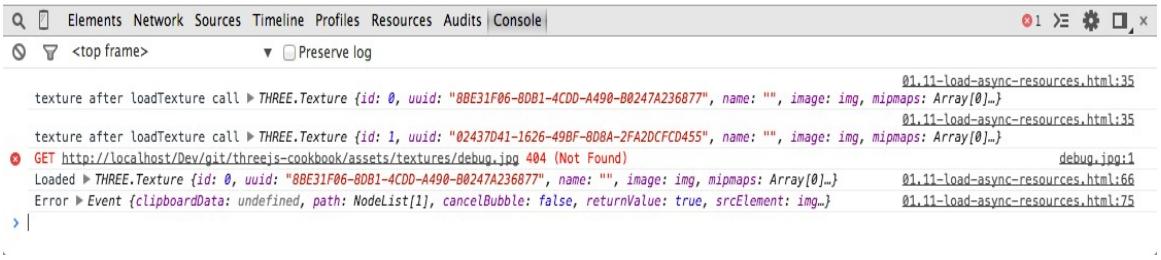
01.11 - load resources
localhost/Dev/git/threejs-cookbook/01-getting-started/01.11-load-async-resources.html


Elements Network Sources Timeline Profiles Resources Audits Console
<top frame>
Preserve log
Progress Object {total: "3123178", loaded: 2981888} 01.11-load-async-resources.html:71
Progress Object {total: "3123178", loaded: 3014656} 01.11-load-async-resources.html:71
Progress Object {total: "3123178", loaded: 3047424} 01.11-load-async-resources.html:71
Progress Object {total: "3123178", loaded: 3080192} 01.11-load-async-resources.html:71
Progress Object {total: "3123178", loaded: 3112960} 01.11-load-async-resources.html:71
Progress Object {total: "3123178", loaded: 3123178} 01.11-load-async-resources.html:71
01.11-load-async-resources.html:66
Loaded ▶ THREE.Geometry {id: 1, uuid: "1ADE6E5D-7DC6-46FC-9614-6F6227F8F625", name: "", vertices: Array[507], colors: Array[0]…}

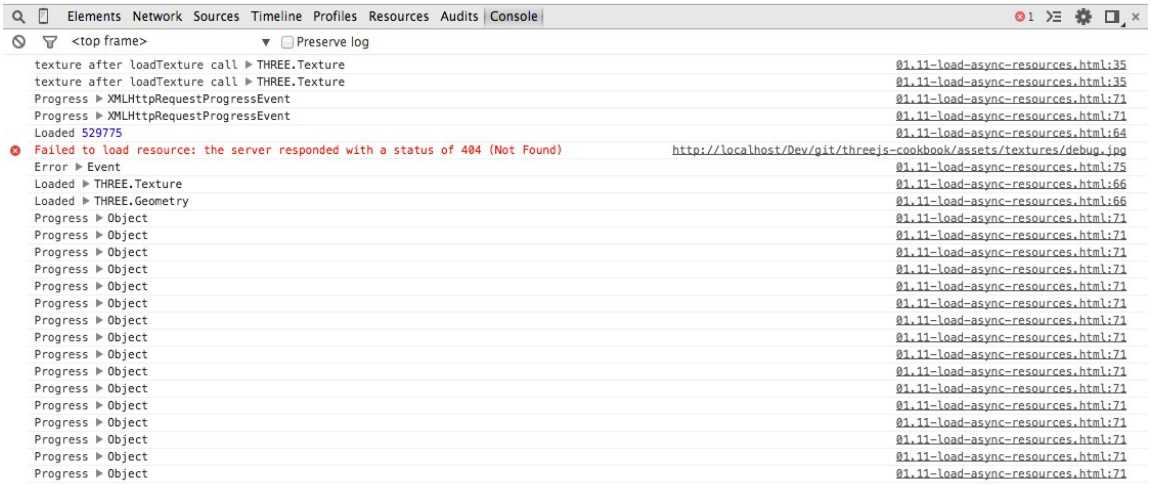
01.11 - load resources
localhost/Dev/git/threejs-cookbook/01-getting-started/01.11-load-async-resources.html

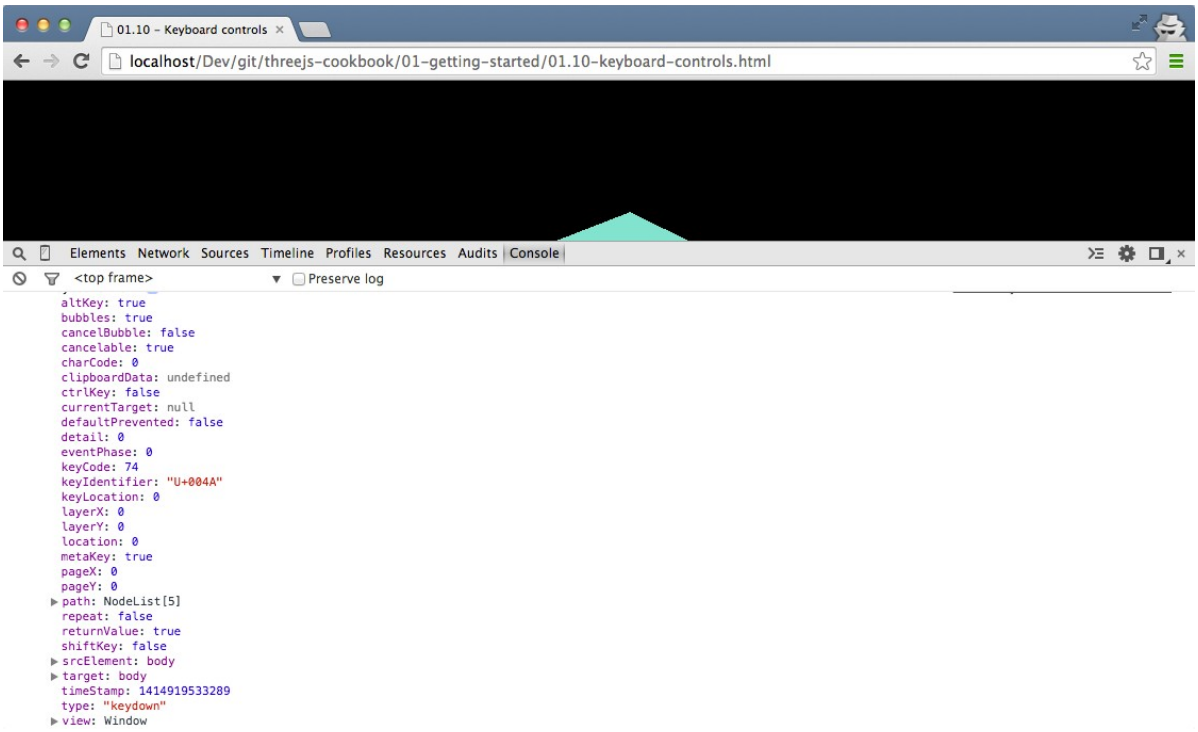
Elements Network Sources Timeline Profiles Resources Audits Console
<top frame>
Preserve log
01.11-load-async-resources.html:66
Loaded ▶ THREE.Geometry {id: 1, uuid: "B11878E6-58F6-4DA4-BDE1-C512C1D3D5B1", name: "", vertices: Array[507], colors: Array[0]…}

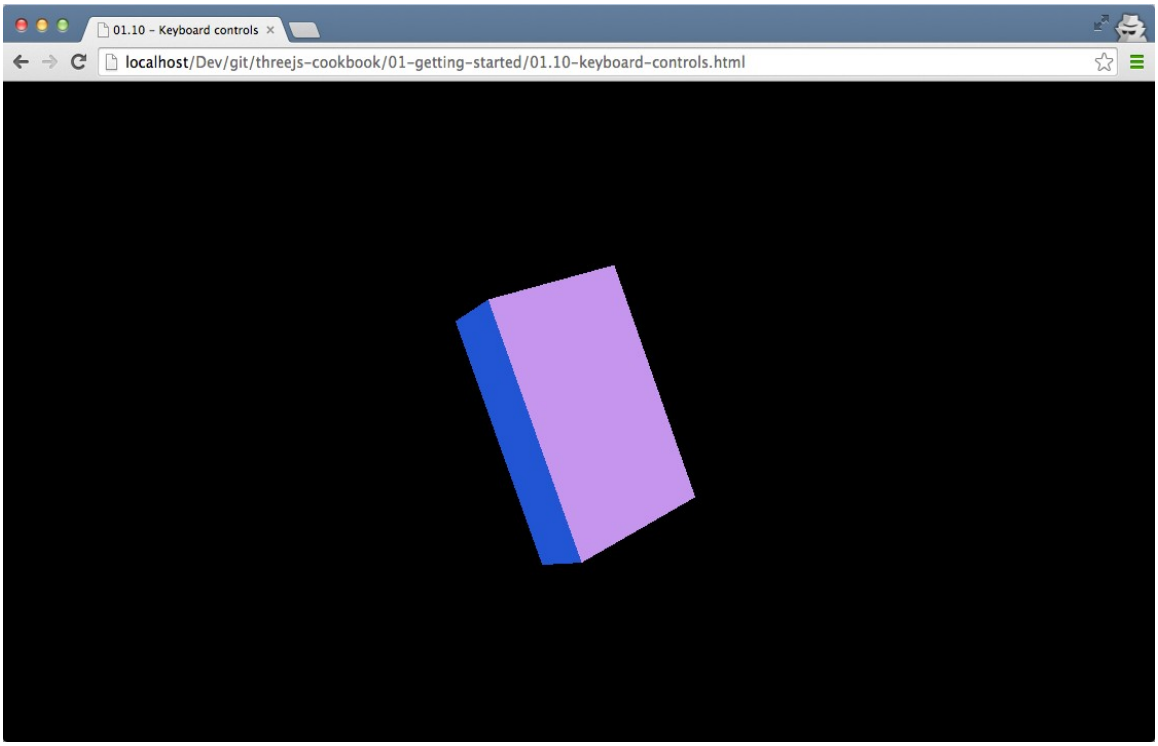
01.11 - load resources as
localhost/Dev/git/threejs-cookbook/01-getting-started/01.11-load-async-resources.html

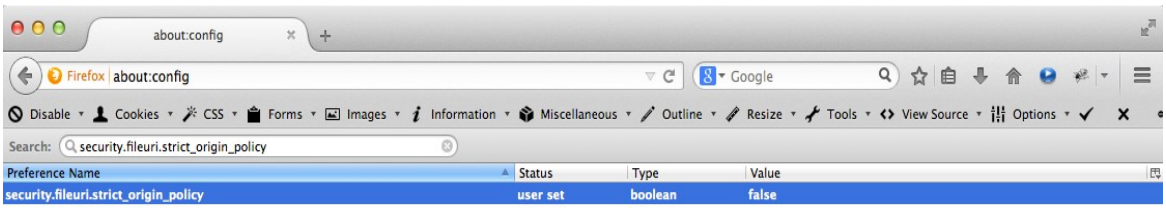

Elements Network Sources Timeline Profiles Resources Audits Console
<top frame>
Preserve log
01.11-load-async-resources.html:35
texture after loadTexture call ▶ THREE.Texture {id: 0, uuid: "8BE31F06-8DB1-4CDD-A490-B0247A236877", name: "", image: img, mipmaps: Array[0]…}
01.11-load-async-resources.html:35
texture after loadTexture call ▶ THREE.Texture {id: 1, uuid: "02437D41-1626-49BF-8D8A-2FA2DCFCD455", name: "", image: img, mipmaps: Array[0]…}
GET http://localhost/Dev/git/threejs-cookbook/assets/textures/debug.jpg 404 (Not Found)
debug.jpg:1
Loaded ▶ THREE.Texture {id: 0, uuid: "8BE31F06-8DB1-4CDD-A490-B0247A236877", name: "", image: img, mipmaps: Array[0]…}
01.11-load-async-resources.html:66
Error ▶ Event {clipboardData: undefined, path: NodeList[1], cancelBubble: false, returnValue: true, srcElement: img…}
01.11-load-async-resources.html:75

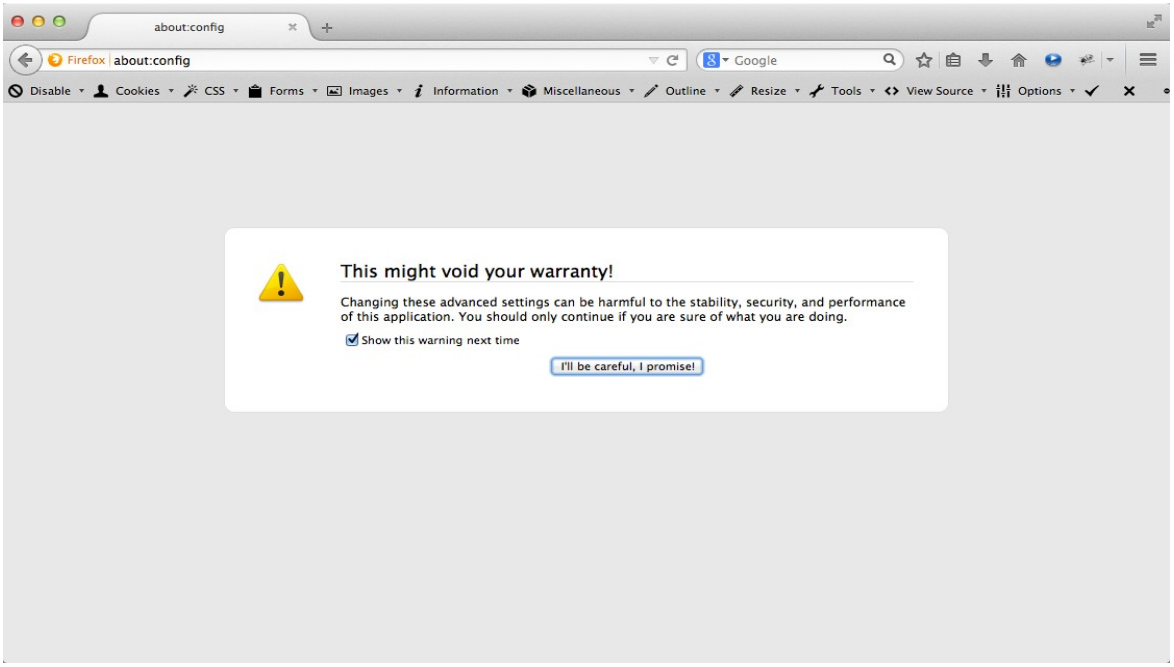
01.11 - load resources as
localhost/Dev/git/threejs-cookbook/01-getting-started/01.11-load-async-resources.html


Elements Network Sources Timeline Profiles Resources Audits Console
<top frame>
Preserve log
texture after loadTexture call ▶ THREE.Texture 01.11-load-async-resources.html:35
texture after loadTexture call ▶ THREE.Texture 01.11-load-async-resources.html:35
Progress ▶ XMLHttpRequestProgressEvent 01.11-load-async-resources.html:71
Progress ▶ XMLHttpRequestProgressEvent 01.11-load-async-resources.html:71
Loaded 529775 01.11-load-async-resources.html:64
Failed to load resource: the server responded with a status of 404 (Not Found) http://localhost/Dev/git/threejs-cookbook/assets/textures/debug.jpg
Error ▶ Event 01.11-load-async-resources.html:75
Loaded ▶ THREE.Texture 01.11-load-async-resources.html:66
Loaded ▶ THREE.Geometry 01.11-load-async-resources.html:66
Progress ▶ Object 01.11-load-async-resources.html:71

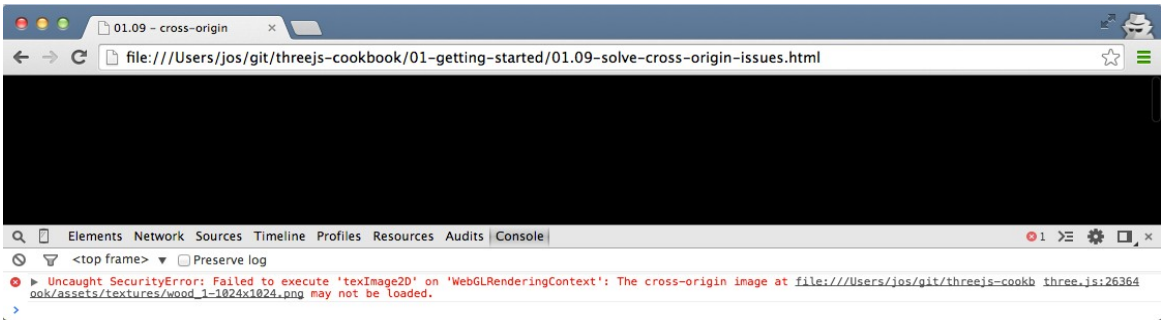

01.10 - Keyboard controls
localhost/Dev/git/threejs-cookbook/01-getting-started/01.10-keyboard-controls.html
Elements Network Sources Timeline Profiles Resources Audits Console
<top frame>
Preserve log
altKey: true
bubbles: true
cancelBubble: false
cancelable: true
charCode: 0
clipboardData: undefined
ctrlKey: false
currentTarget: null
defaultPrevented: false
detail: 0
eventPhase: 0
keyCode: 74
keyIdentifier: "U+004A"
keyLocation: 0
layerX: 0
layerY: 0
location: 0
metaKey: true
pageX: 0
pageY: 0
path: NodeList[5]
repeat: false
returnValue: true
shiftKey: false
srcElement: body
target: body
timeStamp: 1414919533289
type: "keydown"
view: Window


01.10 - Keyboard controls
localhost/Dev/git/threejs-cookbook/01-getting-started/01.10-keyboard-controls.html

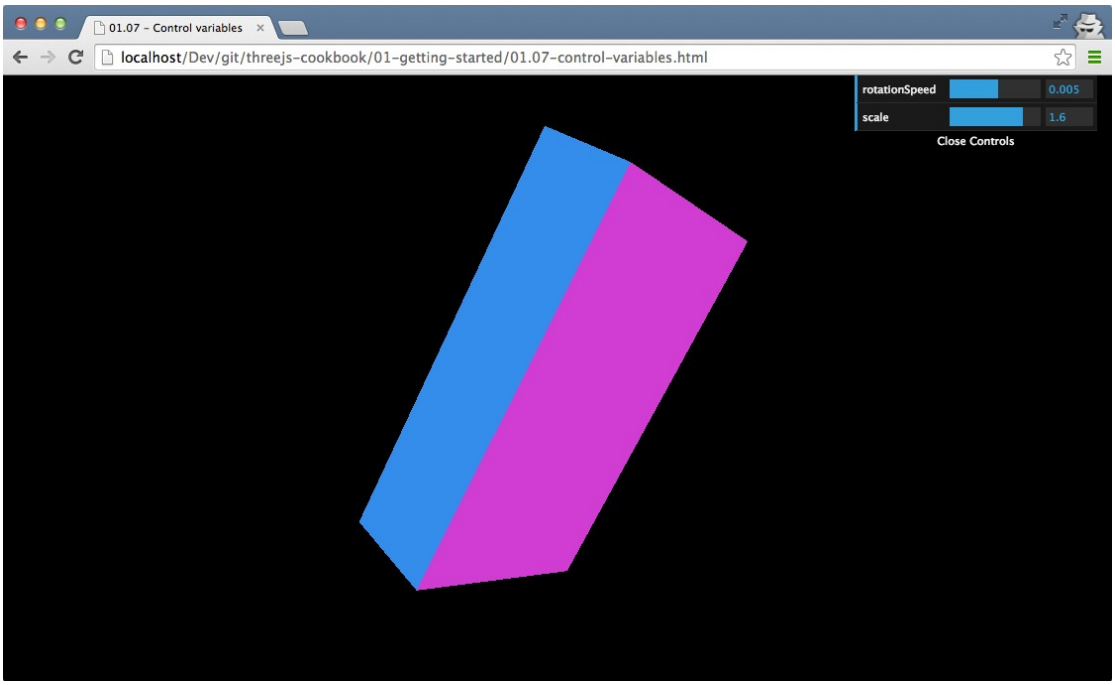

about:config
Firefox about:config
Google
Disable Cookies CSS Forms Images Information Miscellaneous Outline Resize Tools View Source Options
Search: security.fileuri.strict_origin_policy
Preference Name
Status
Type
Value
security.fileuri.strict_origin_policy
user set
boolean
false

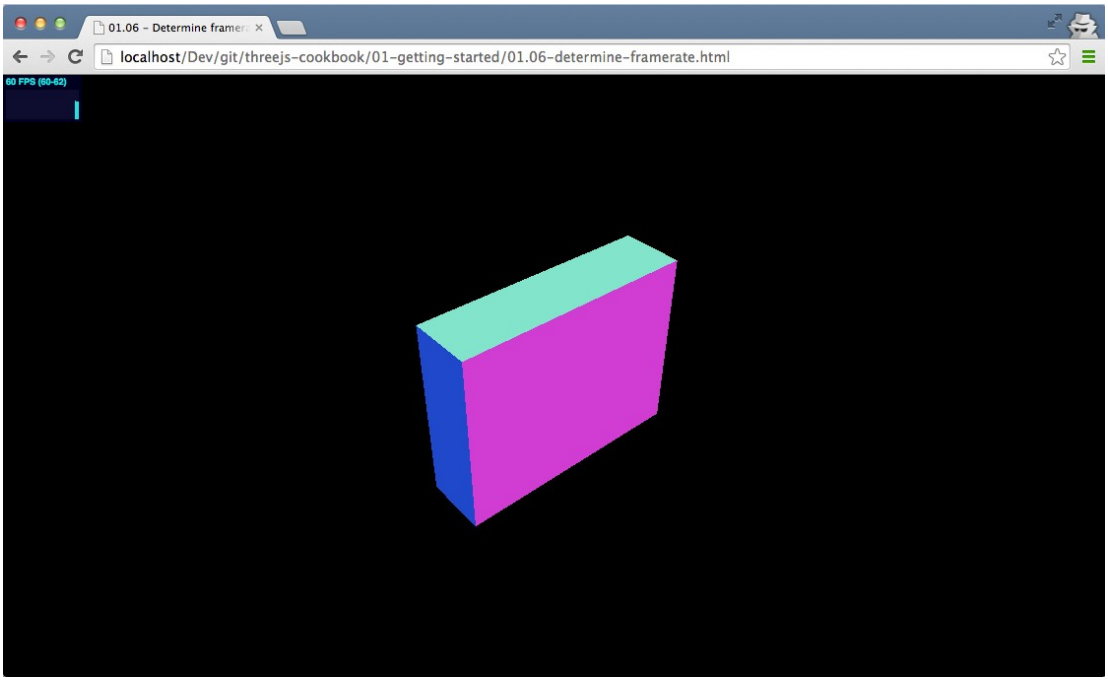

about:config
Firefox about:config
Google
Disable Cookies CSS Forms Images Information Miscellaneous Outline Resize Tools View Source Options
This might void your warranty!
Changing these advanced settings can be harmful to the stability, security, and performance of this application. You should only continue if you are sure of what you are doing.
Show this warning next time
I'll be careful, I promise!

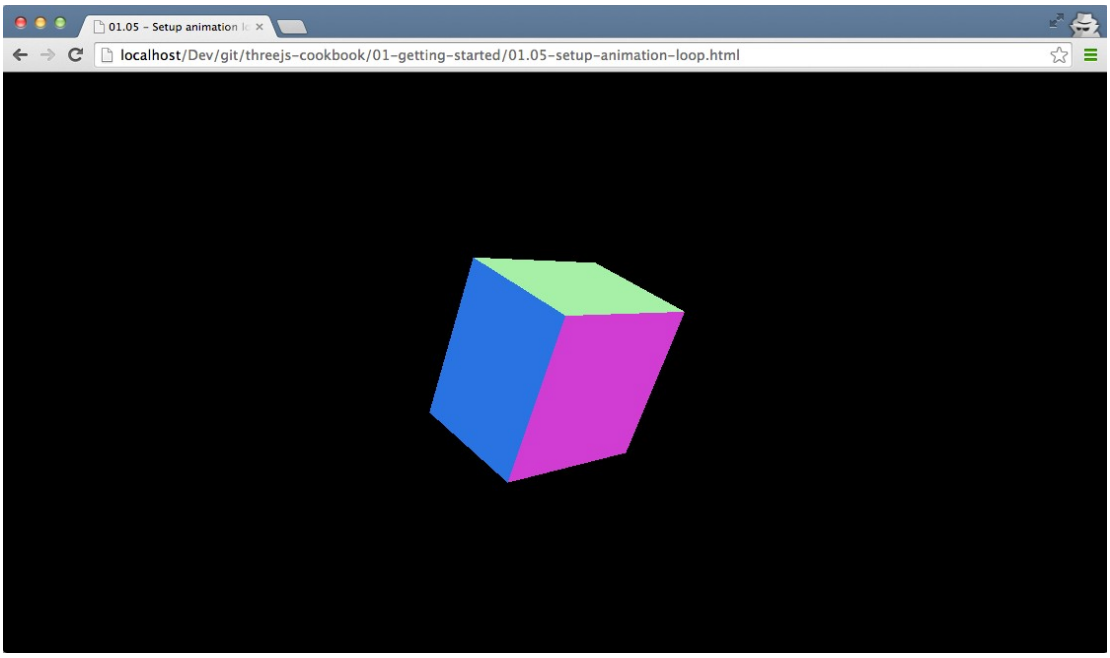
01.09 - cross-origin
localhost/Dev/git/threejs-cookbook/01-getting-started/01.09-solve-cross-origin-issues.html


01.09 - cross-origin
file:///Users/jos/git/threejs-cookbook/01-getting-started/01.09-solve-cross-origin-issues.html
Elements Network Sources Timeline Profiles Resources Audits Console
<top frame> Preserve log
Uncaught SecurityError: Failed to execute 'texImage2D' on 'WebGLRenderingContext': The cross-origin image at file:///Users/jos/git/threejs-cookb three.js:26364
ook/assets/textures/wood_1-1024x1024.png may not be loaded.

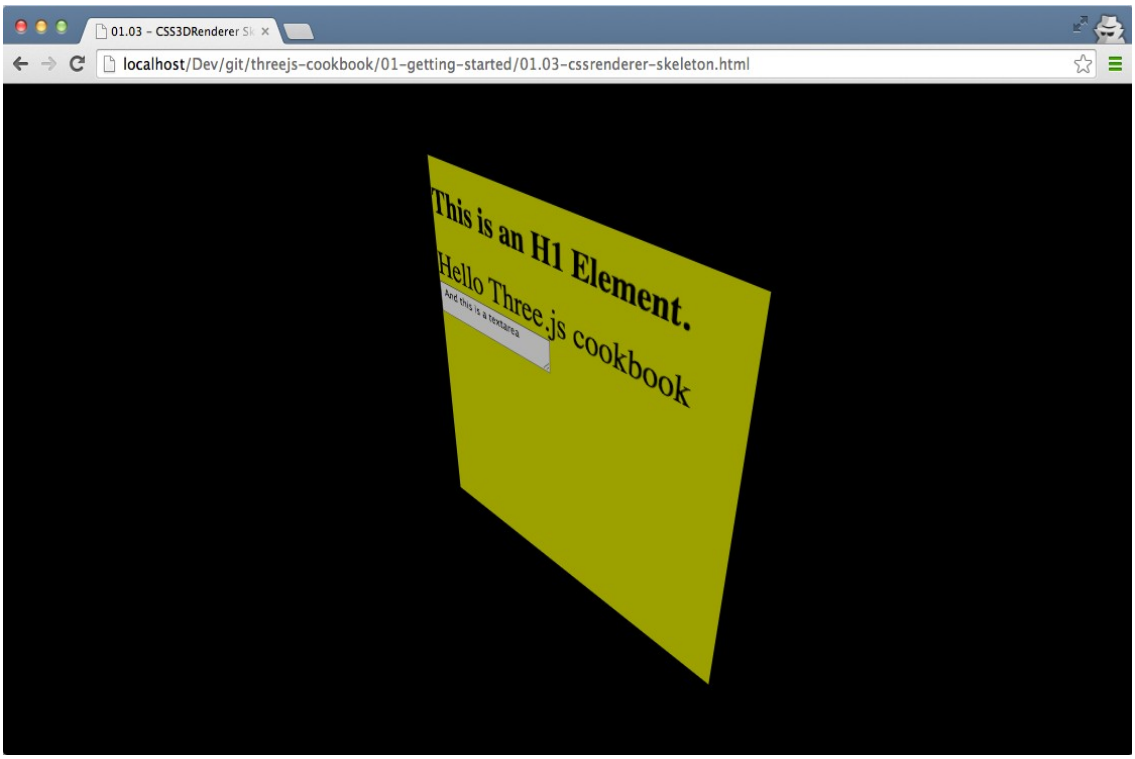
rotationSpeed
0.005
scale
1.6
Close Controls

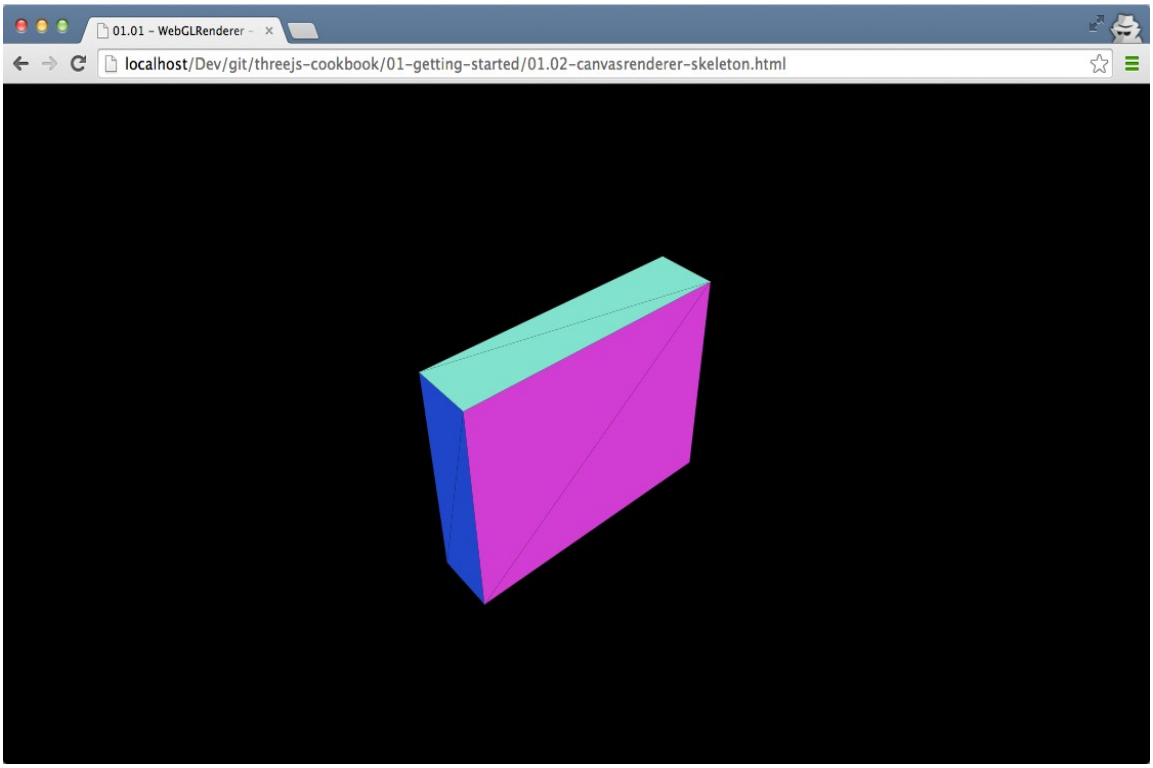

01.07 - Control variables
localhost/Dev/git/threejs-cookbook/01-getting-started/01.07-control-variables.html
rotationSpeed
0.005
scale
1.6
Close Controls

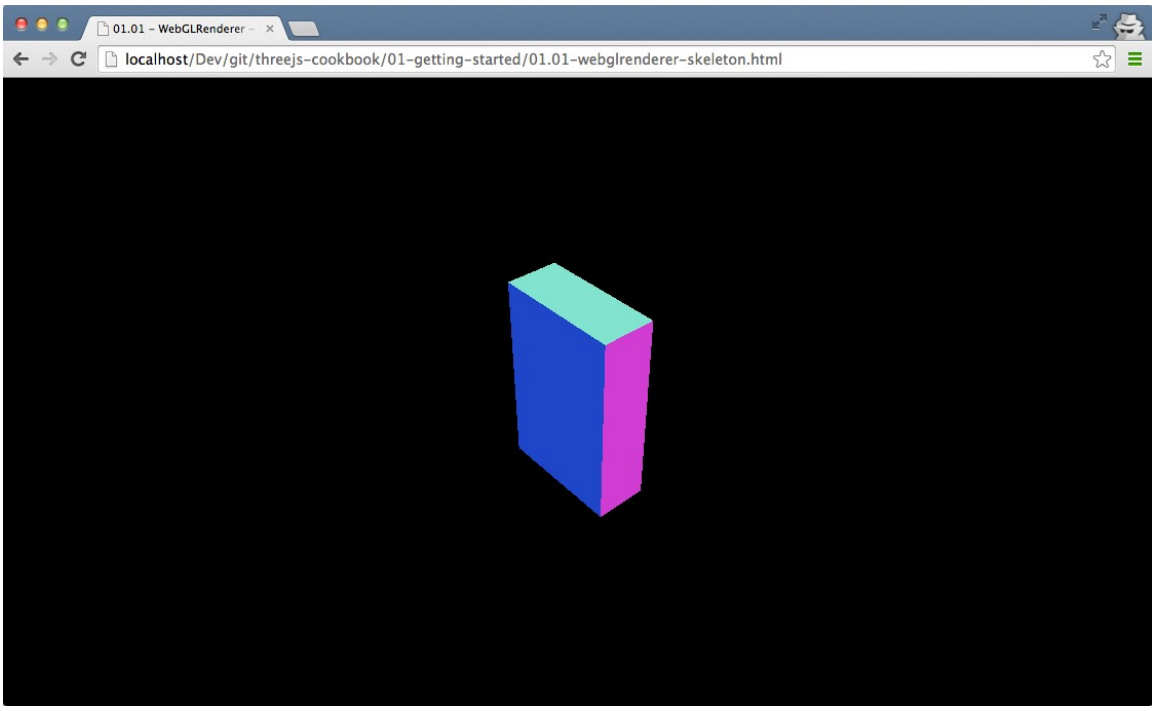

01.06 - Determine frame
localhost/Dev/git/threejs-cookbook/01-getting-started/01.06-determine-framerate.html
60 FPS (60-62)


01.05 - Setup animation
localhost/Dev/git/threejs-cookbook/01-getting-started/01.05-setup-animation-loop.html

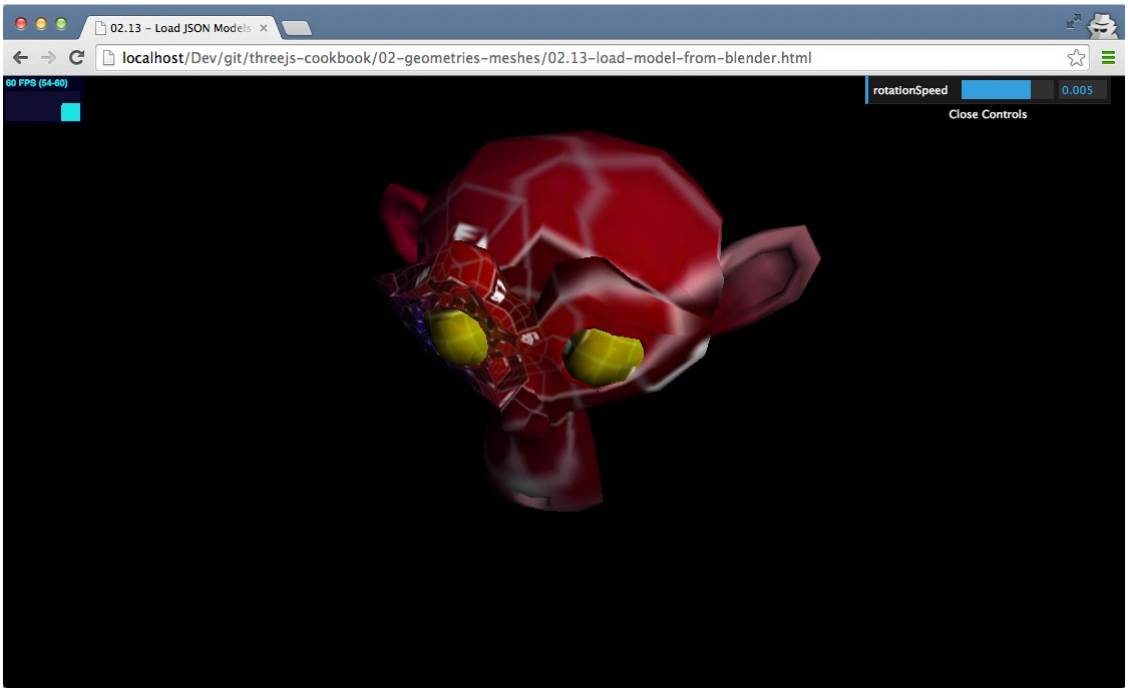
localhost/Dev/git/threejs
localhost/Dev/git/threejs-cookbook/01-getting-started/01.04-detect-webgl-support.html
WebGL is not-supported
Close

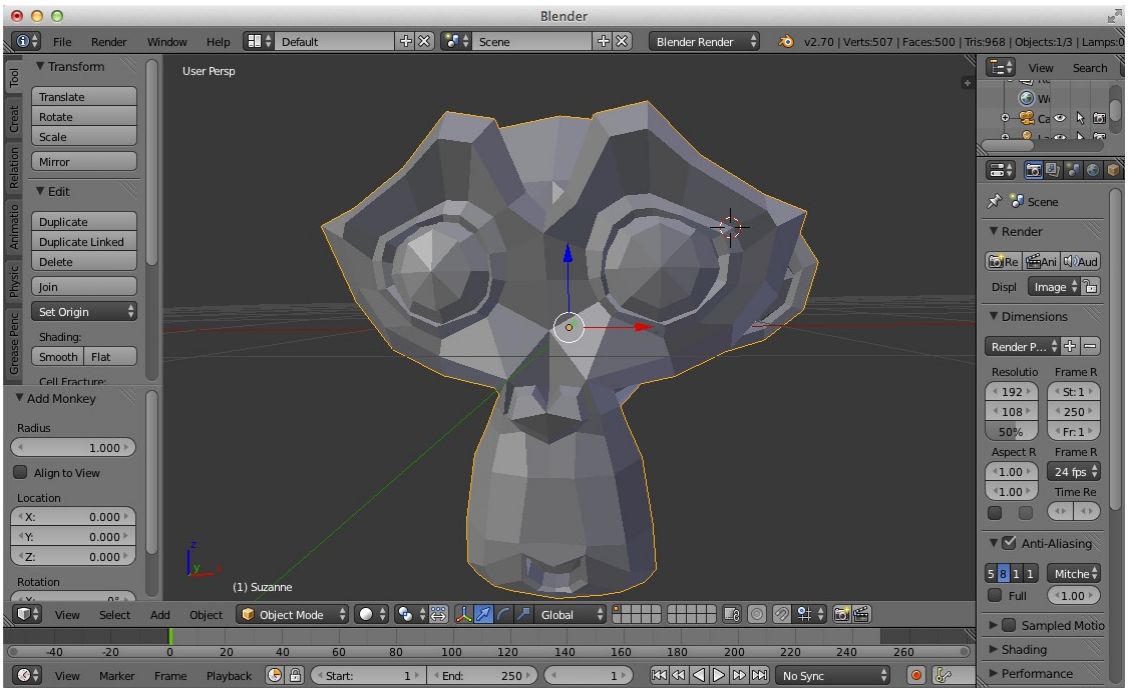

01.03 - CSS3DRenderer
localhost/Dev/git/threejs-cookbook/01-getting-started/01.03-cssrenderer-skeleton.html
This is an H1 Element.
Hello Three.js cookbook
And this is a textarea

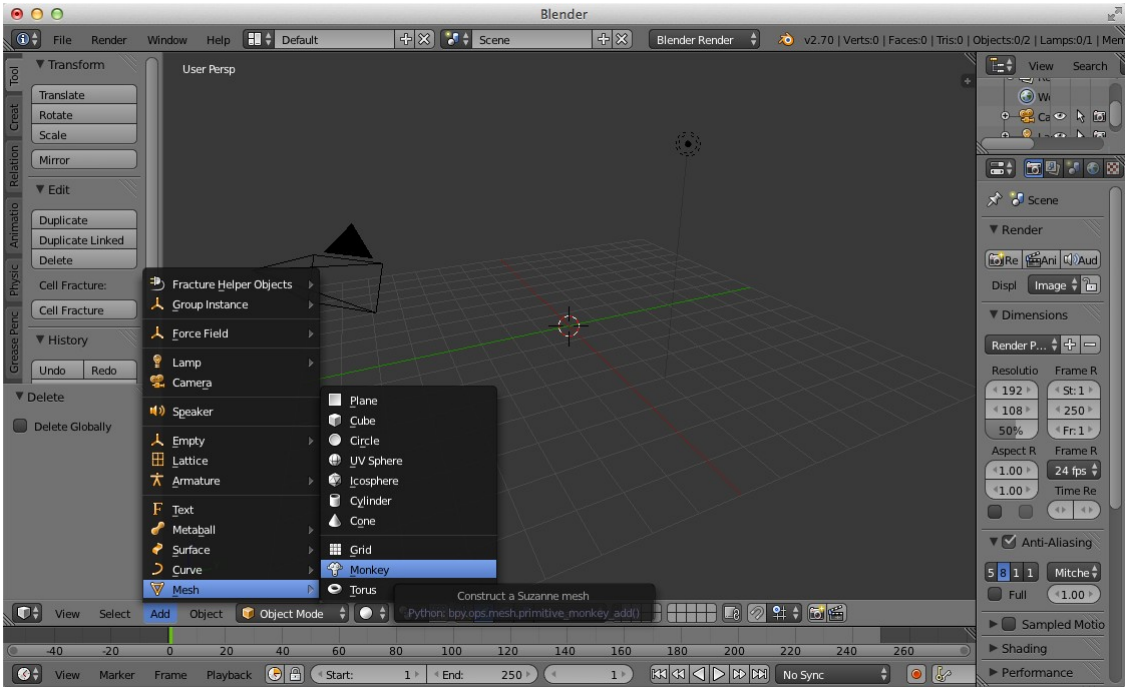

01.01 - WebGLRenderer
localhost/Dev/git/threejs-cookbook/01-getting-started/01.02-canvasrenderer-skeleton.html

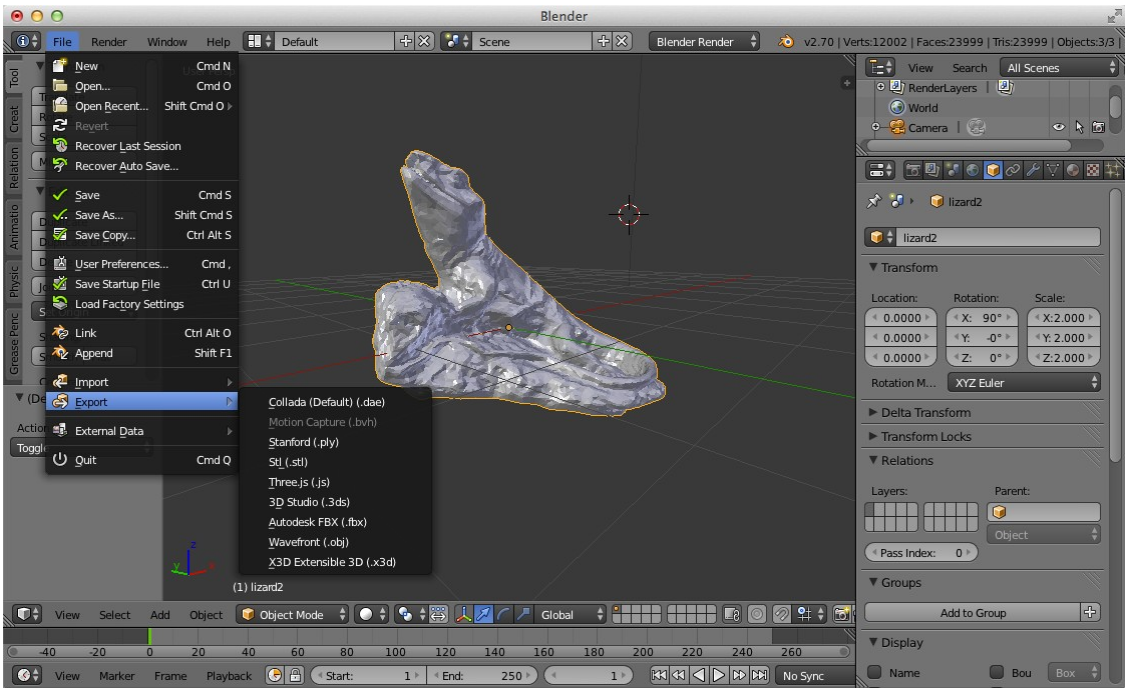


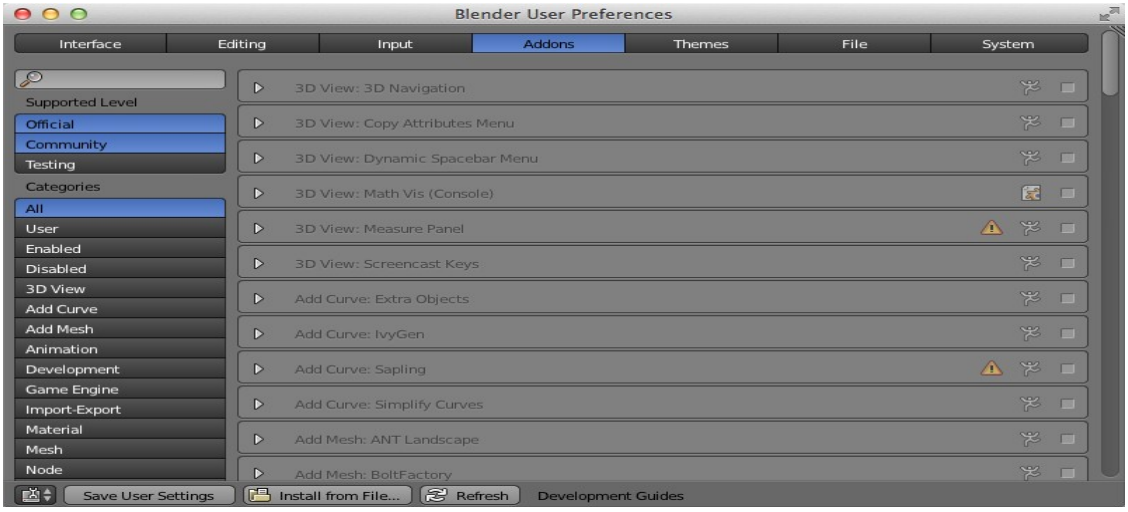
Chapter 2: Geometries and Meshes

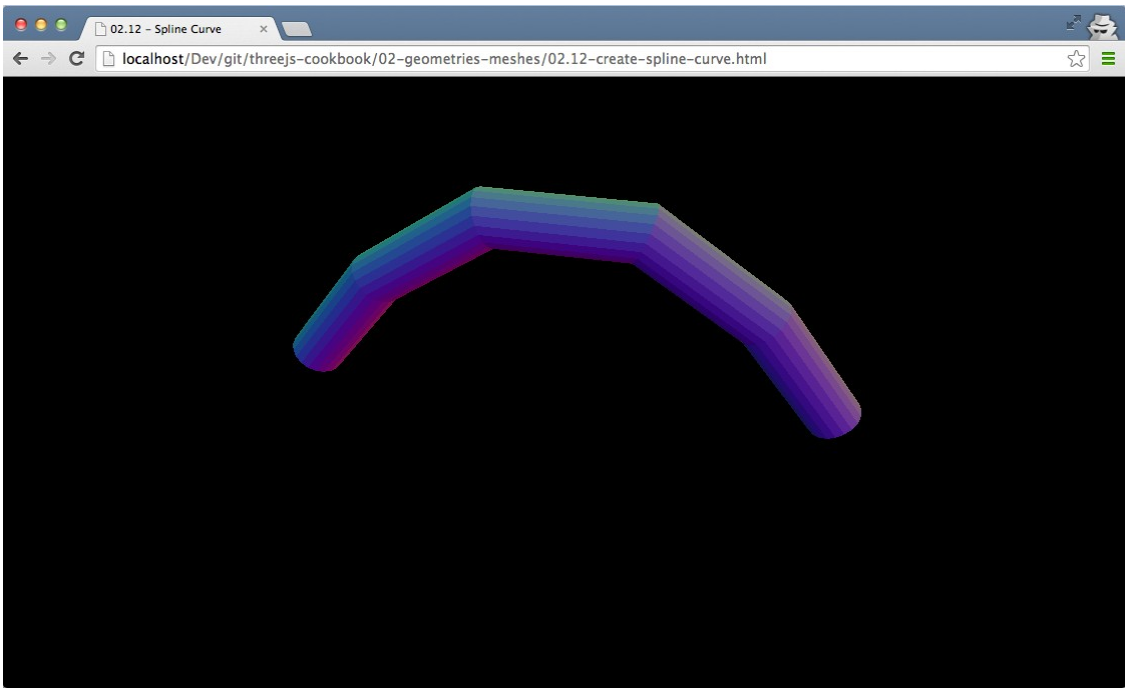


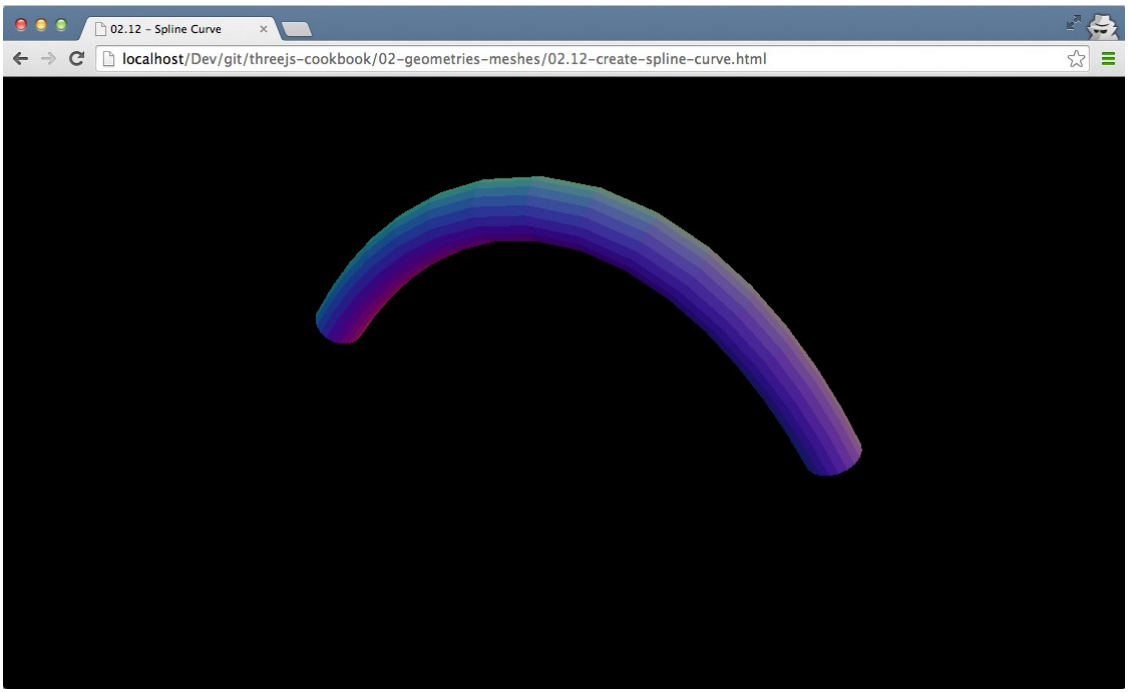

Blender
File Render Window Help Default Scene Blender Render v2.70 | Verts:507 | Faces:500 | Tris:968 | Objects:1/3 | Lamps:0
User Persp
Transform
Translate
Rotate
Scale
Mirror
Edit
Duplicate
Duplicate Linked
Delete
Join
Set Origin
Shading:
Smooth Flat
Add Monkey
Radius
1.000
Align to View
Location
X: 0.000
Y: 0.000
Z: 0.000
Rotation
(1) Suzanne
View Select Add Object Object Mode Global
View Marker Frame Playback Start: 1 End: 250 1 No Sync
View Search
Scene
Render
Dimensions
Render P...
Resolutio Frame R
192 St: 1
108 250
50% Fr: 1
Aspect R Frame R
1.00 24 fps
1.00 Time Re
Anti-Aliasing
Full 1.00
Sampled Motio
Shading
Performance

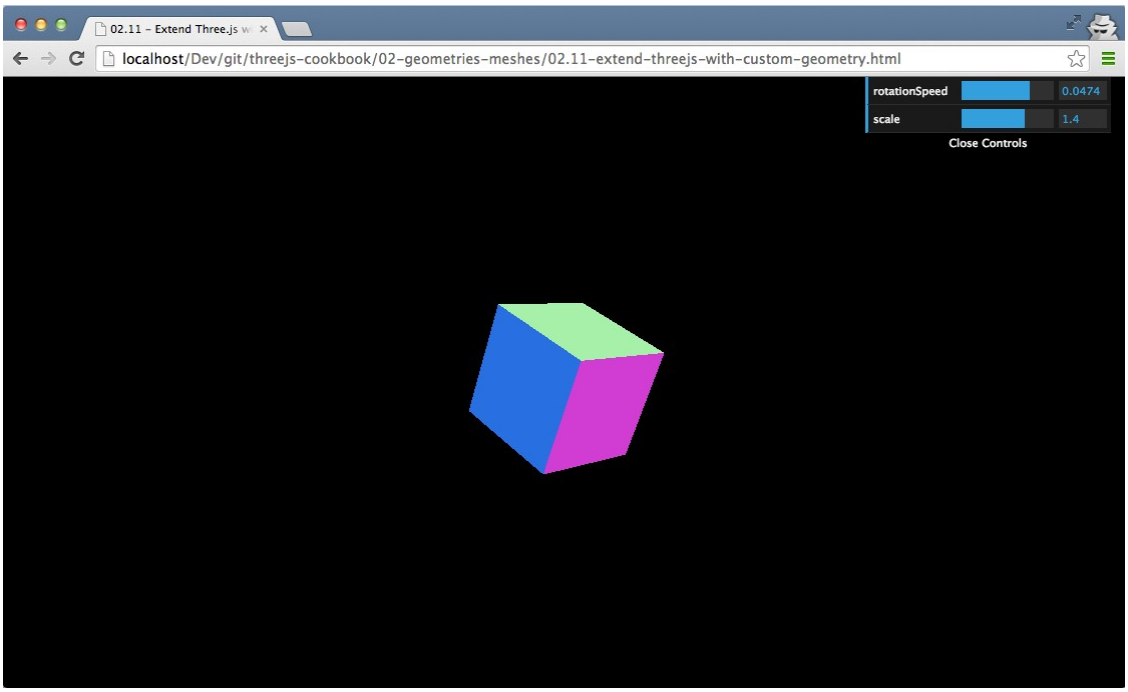

Blender
File Render Window Help Default Scene Blender Render v2.70 | Verts:0 | Faces:0 | Tris:0 | Objects:0/2 | Lamps:0/1
User Persp
Transform
Translate
Rotate
Scale
Mirror
Edit
Duplicate
Duplicate Linked
Delete
Cell Fracture:
Cell Fracture
History
Undo Redo
Delete
Delete Globally
Fracture Helper Objects
Group Instance
Force Field
Lamp
Camera
Speaker
Empty
Lattice
Armature
Text
Metaball
Surface
Curve
Mesh
Plane
Cube
Circle
UV Sphere
Icosphere
Cylinder
Cone
Grid
Monkey
Torus
Construct a Suzanne mesh
Python: bpy.ops.mesh.primitive_monkey_add()
View Select Add Object Object Mode
View Marker Frame Playback Start: 1 End: 250 1 No Sync
Scene
Render
Dimensions
Anti-Aliasing
Sampled Motio
Shading
Performance

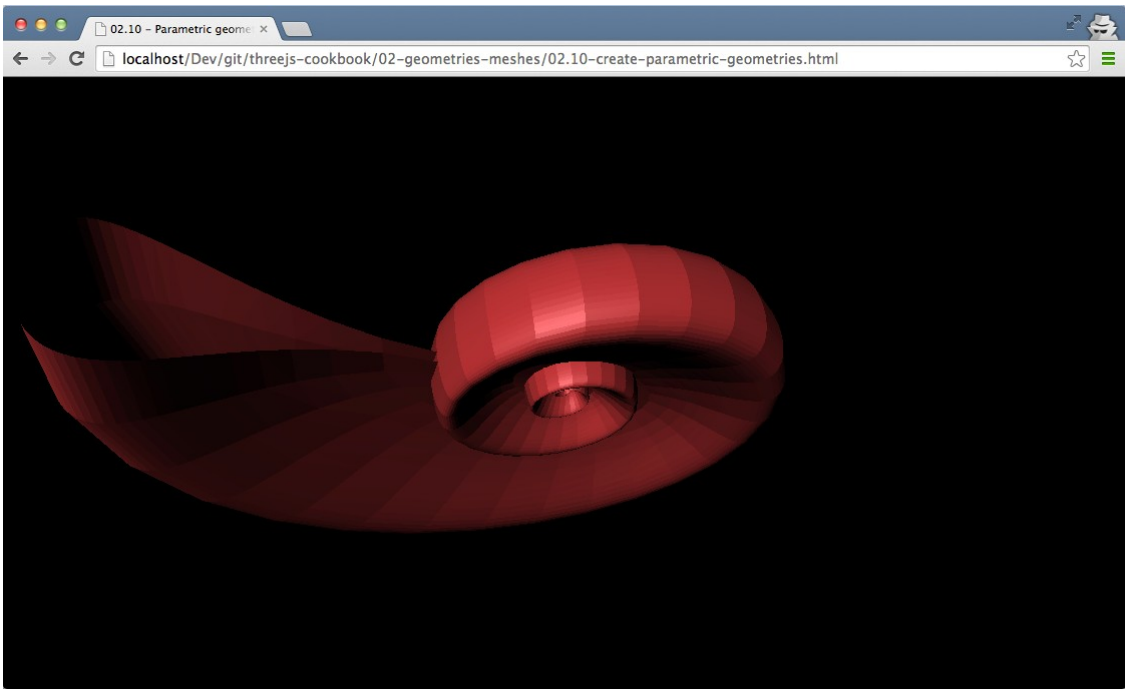

Blender
File
Render
Window
Help
Default
Scene
Blender Render
v2.70 | Verts:12002 | Faces:23999 | Tris:23999 | Objects:3/3 |
New Cmd N
Open... Cmd O
Open Recent... Shift Cmd O
Revert
Recover Last Session
Recover Auto Save...
Save Cmd S
Save As... Shift Cmd S
Save Copy... Ctrl Alt S
User Preferences... Cmd ,
Save Startup File Ctrl U
Load Factory Settings
Link Ctrl Alt O
Append Shift F1
Import
Export
External Data
Quit Cmd Q
Collada (Default) (.dae)
Motion Capture (.bvh)
Stanford (.ply)
Stl (.stl)
Three.js (.js)
3D Studio (.3ds)
Autodesk FBX (.fbx)
Wavefront (.obj)
X3D Extensible 3D (.x3d)
View
Search
All Scenes
RenderLayers
World
Camera
lizard2
Transform
Location:
Rotation:
Scale:
Rotation M...
XYZ Euler
Delta Transform
Transform Locks
Relations
Layers:
Parent:
Object
Pass Index:
Groups
Add to Group
Display
Name
Box
(1) lizard2
View
Select
Add
Object
Object Mode
Global
Marker
Frame
Playback
Start:
End:
No Sync

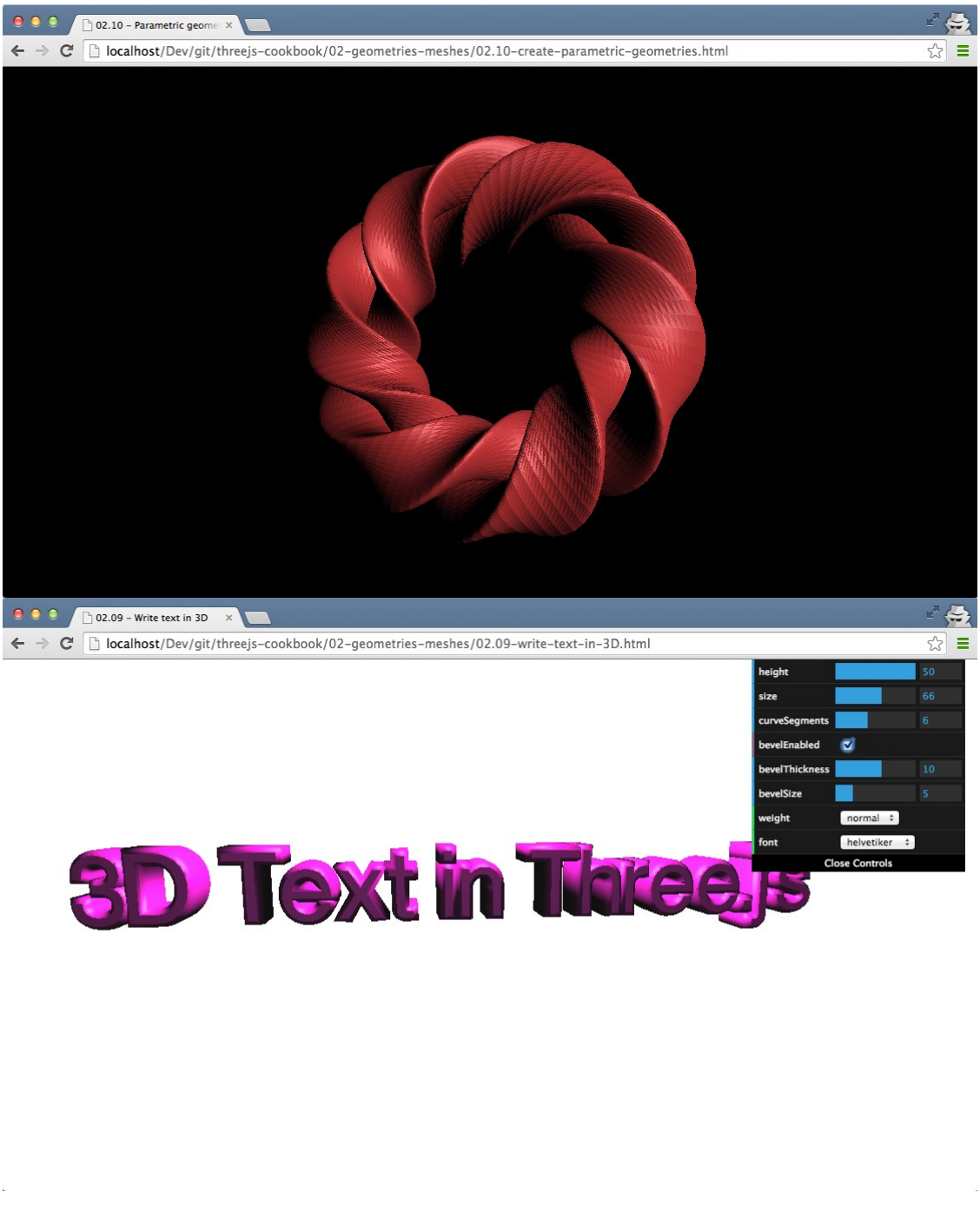

Blender User Preferences
Interface
Editing
Input
Addons
Themes
File
System
Supported Level
Official
Community
Testing
Categories
All
User
Enabled
Disabled
3D View
Add Curve
Add Mesh
Animation
Development
Game Engine
Import-Export
Material
Mesh
Node
3D View: 3D Navigation
3D View: Copy Attributes Menu
3D View: Dynamic Spacebar Menu
3D View: Math Vis (Console)
3D View: Measure Panel
3D View: Screencast Keys
Add Curve: Extra Objects
Add Curve: IvyGen
Add Curve: Sapling
Add Curve: Simplify Curves
Add Mesh: ANT Landscape
Add Mesh: BoltFactory
Save User Settings
Install from File...
Refresh
Development Guides

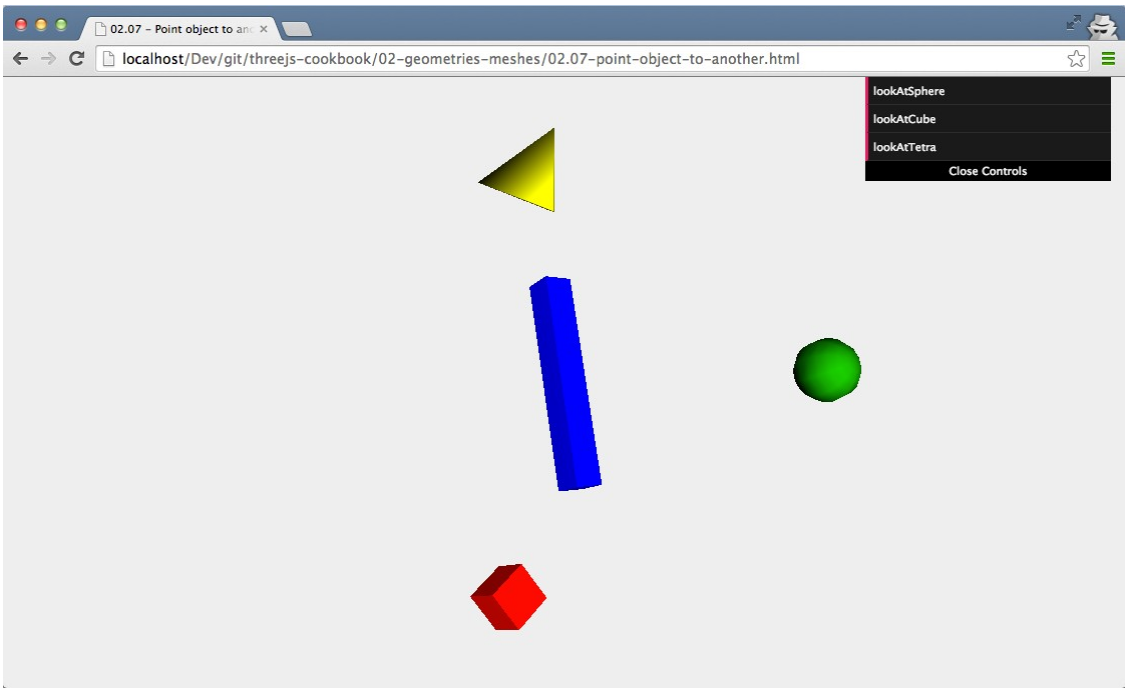

02.12 - Spline Curve
localhost/Dev/git/threejs-cookbook/02-geometries-meshes/02.12-create-spline-curve.html

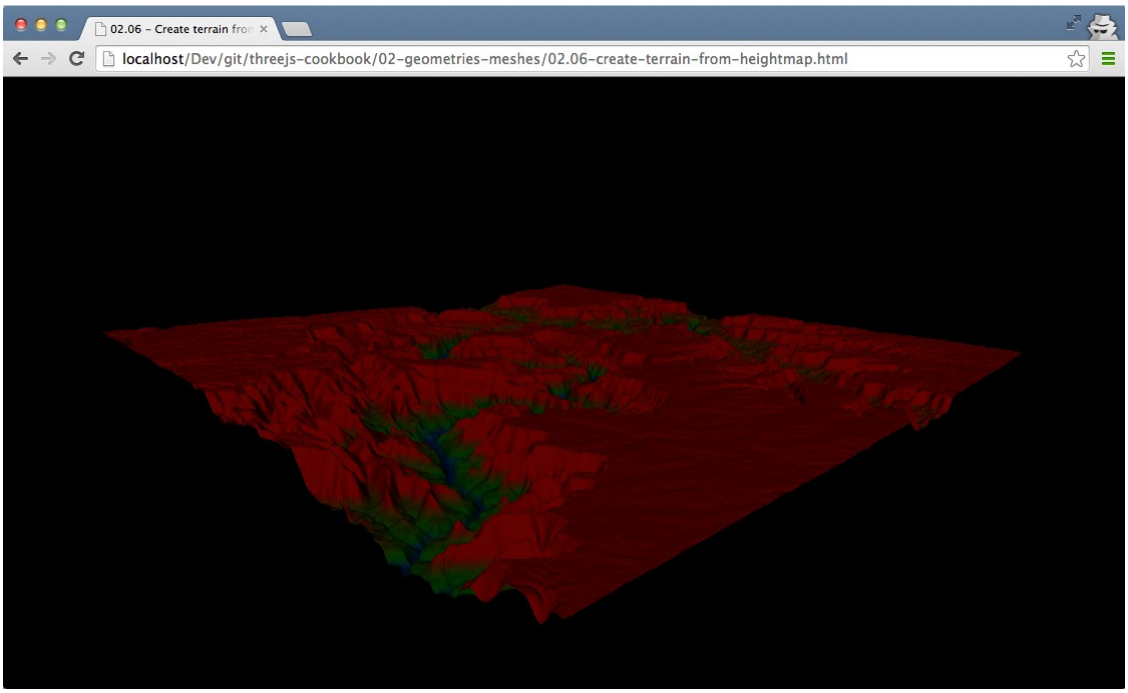

02.12 - Spline Curve
localhost/Dev/git/threejs-cookbook/02-geometries-meshes/02.12-create-spline-curve.html

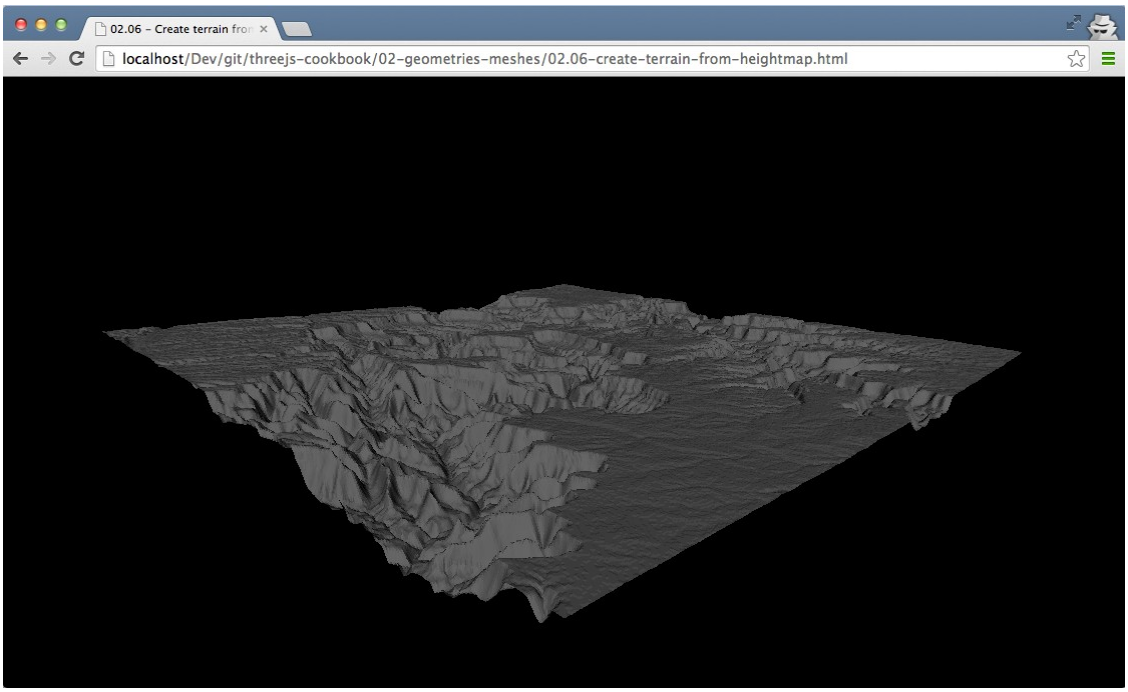

02.11 - Extend Three.js
localhost/Dev/git/threejs-cookbook/02-geometries-meshes/02.11-extend-threejs-with-custom-geometry.html
rotationSpeed
0.0474
scale
1.4
Close Controls

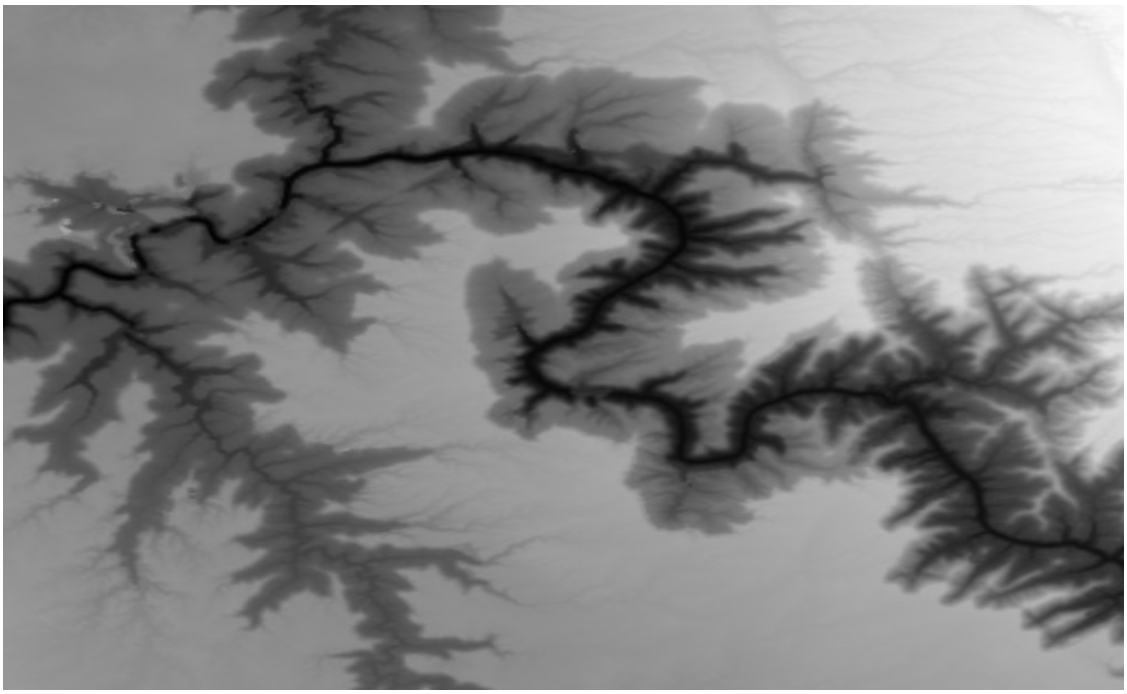

02.10 - Parametric geome
localhost/Dev/git/threejs-cookbook/02-geometries-meshes/02.10-create-parametric-geometries.html

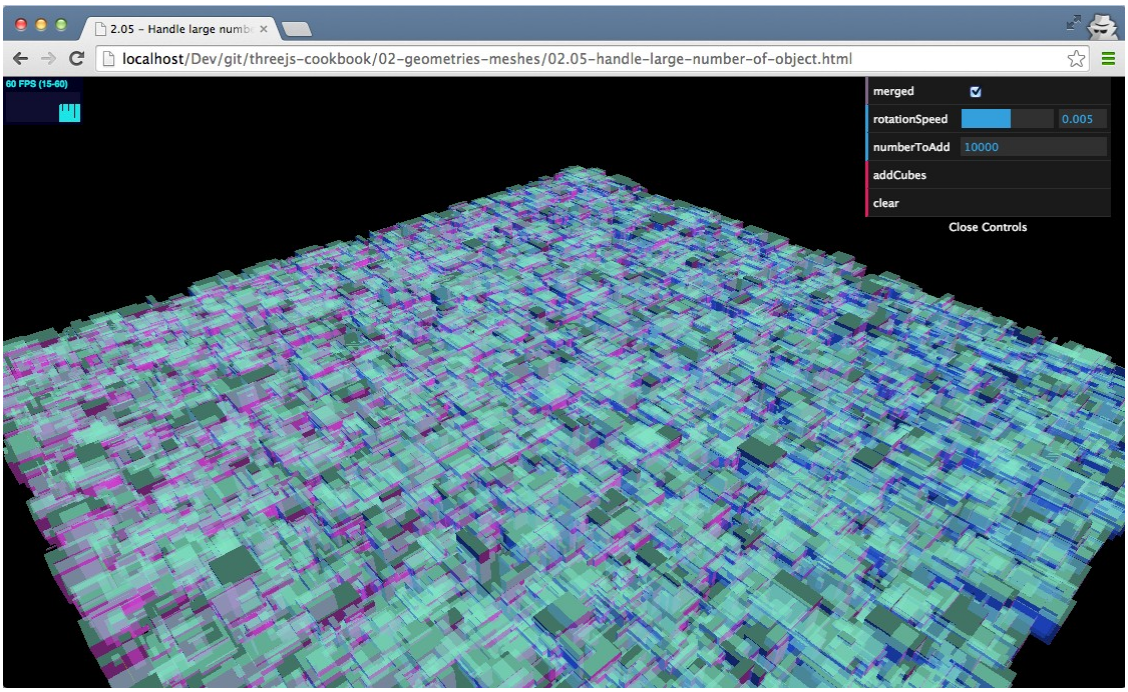

02.10 - Parametric geome
localhost/Dev/git/threejs-cookbook/02-geometries-meshes/02.10-create-parametric-geometries.html
02.09 - Write text in 3D
localhost/Dev/git/threejs-cookbook/02-geometries-meshes/02.09-write-text-in-3D.html
height 50
size 66
curveSegments 6
bevelEnabled
bevelThickness 10
bevelSize 5
weight normal
font helvetiker
Close Controls
3D Text in Threejs

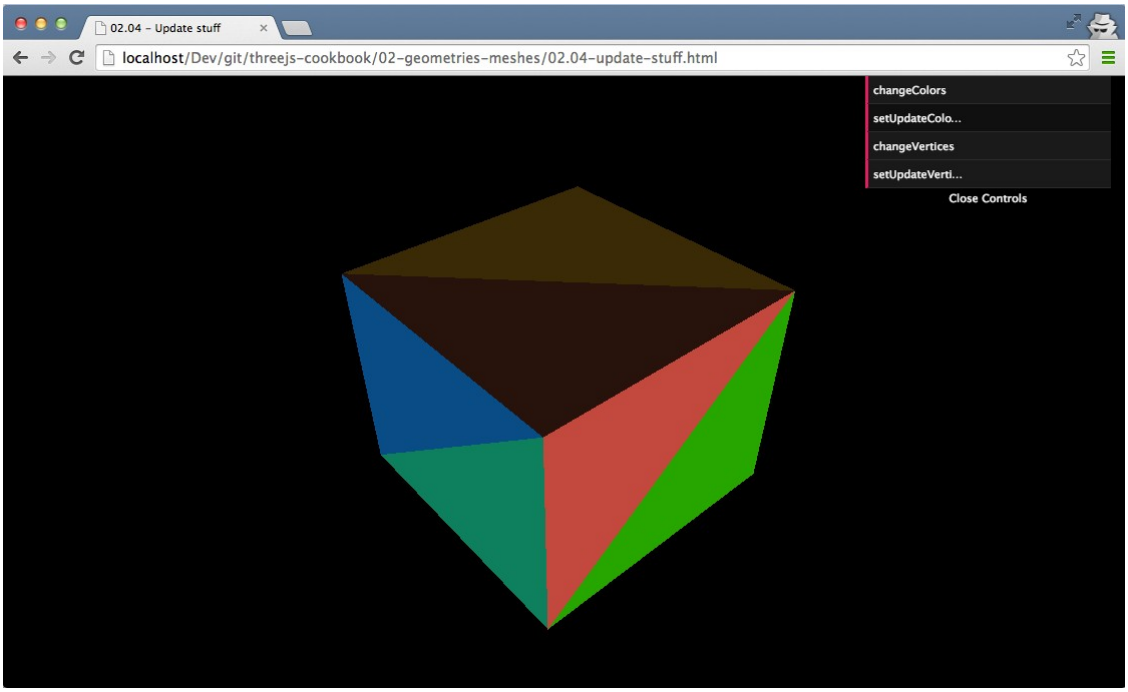

02.07 - Point object to
localhost/Dev/git/threejs-cookbook/02-geometries-meshes/02.07-point-object-to-another.html
lookAtSphere
lookAtCube
lookAtTetra
Close Controls

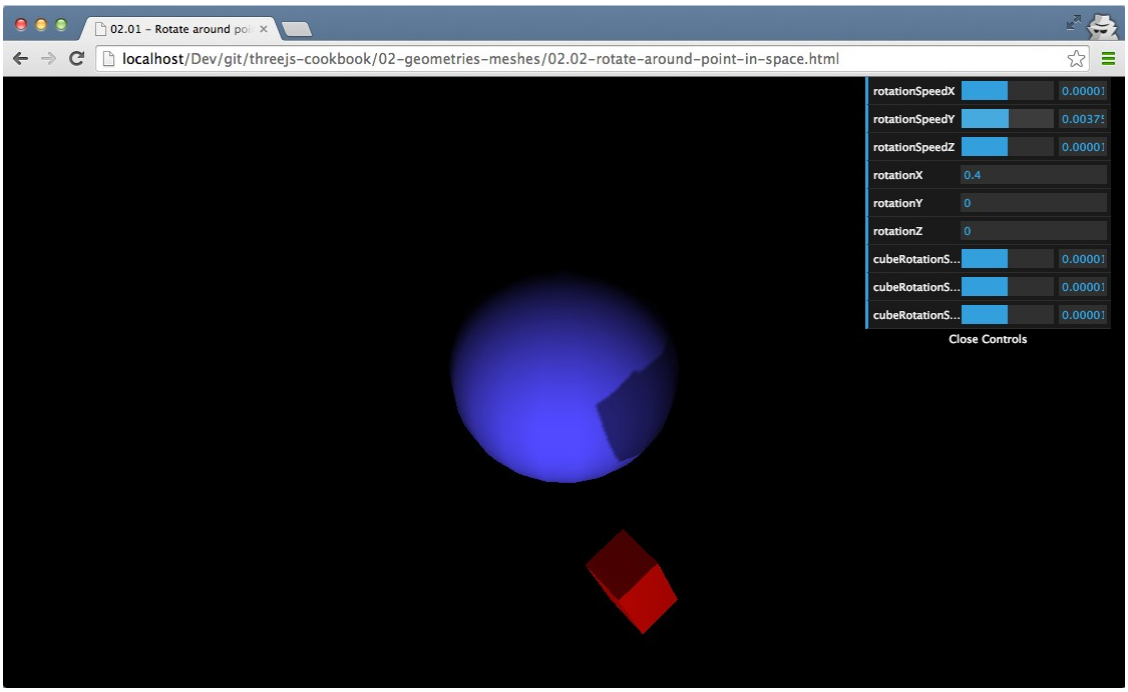

02.06 - Create terrain fro
localhost/Dev/git/threejs-cookbook/02-geometries-meshes/02.06-create-terrain-from-heightmap.html

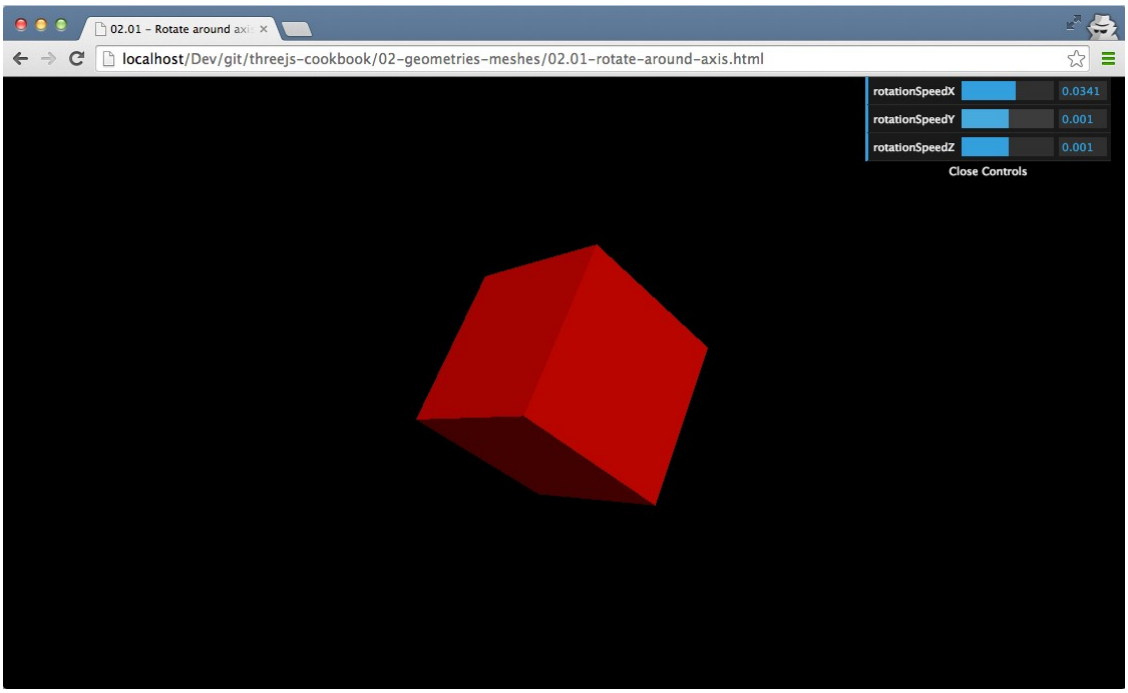

02.06 - Create terrain fro
localhost/Dev/git/threejs-cookbook/02-geometries-meshes/02.06-create-terrain-from-heightmap.html

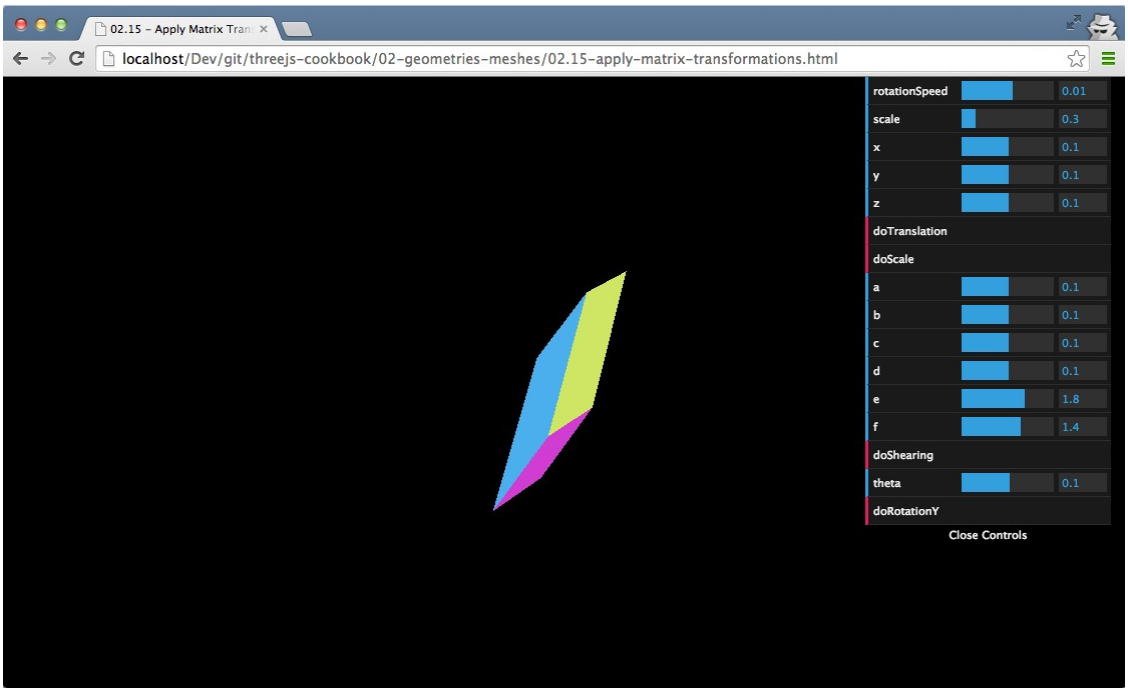


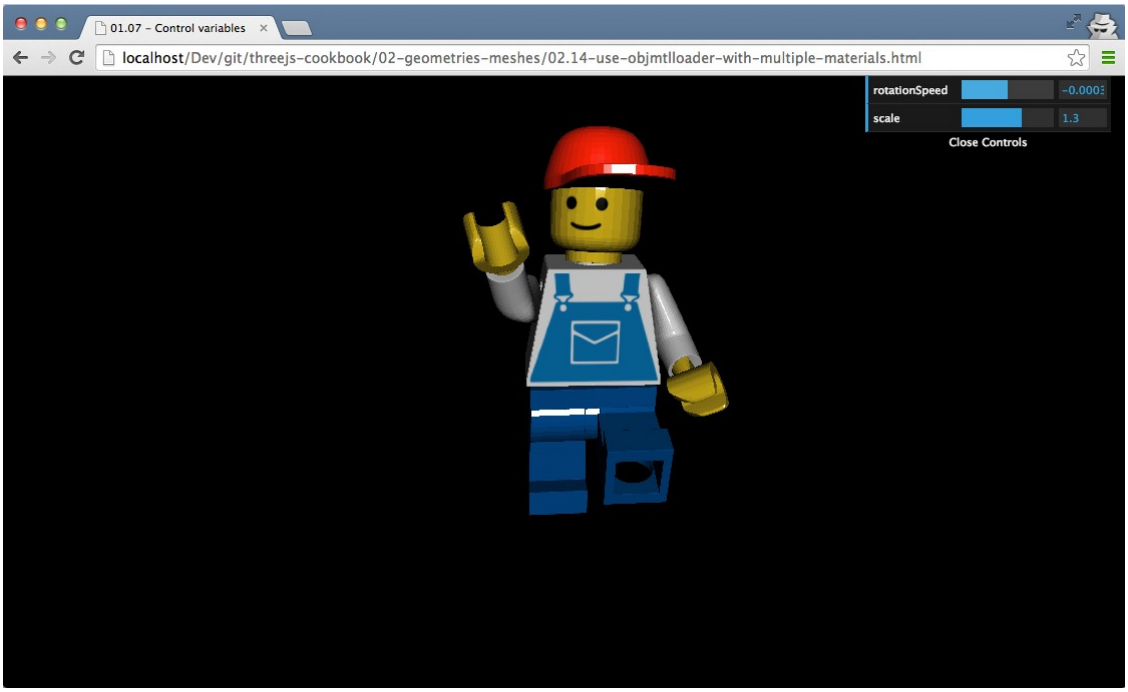

2.05 - Handle large numb
localhost/Dev/git/threejs-cookbook/02-geometries-meshes/02.05-handle-large-number-of-object.html
60 FPS (15-60)
merged
rotationSpeed
0.005
numberToAdd
10000
addCubes
clear
Close Controls

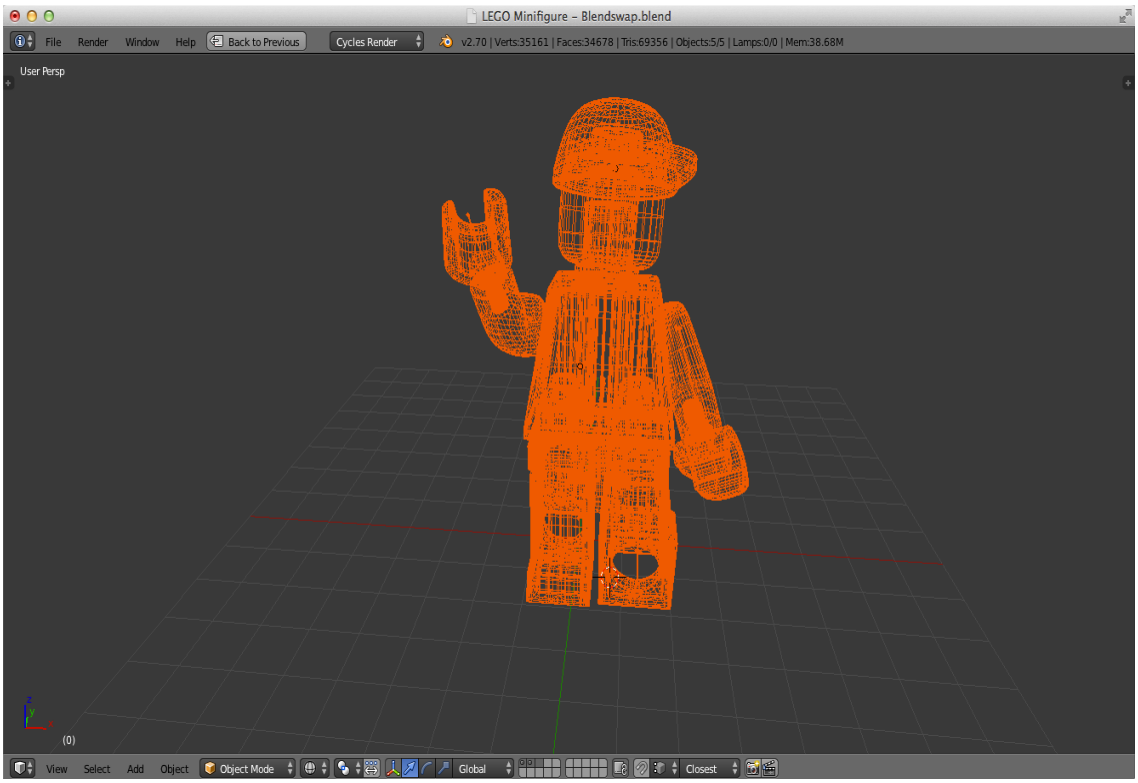

02.04 - Update stuff
localhost/Dev/git/threejs-cookbook/02-geometries-meshes/02.04-update-stuff.html
changeColors
setUpdateColo...
changeVertices
setUpdateVerti...
Close Controls


02.01 - Rotate around poi
localhost/Dev/git/threejs-cookbook/02-geometries-meshes/02.02-rotate-around-point-in-space.html
rotationSpeedX
0.00001
rotationSpeedY
0.00375
rotationSpeedZ
0.00001
rotationX
0.4
rotationY
0
rotationZ
0
cubeRotationS...
0.00001
cubeRotationS...
0.00001
cubeRotationS...
0.00001
Close Controls

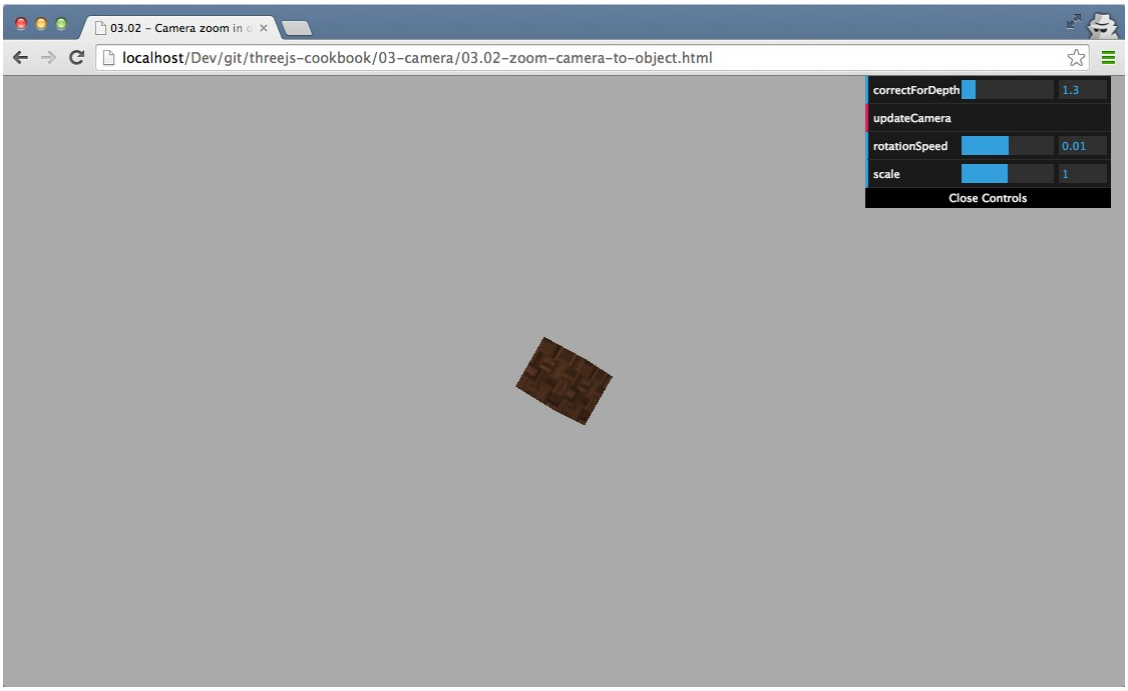

02.01 - Rotate around axi
localhost/Dev/git/threejs-cookbook/02-geometries-meshes/02.01-rotate-around-axis.html
rotationSpeedX
0.0341
rotationSpeedY
0.001
rotationSpeedZ
0.001
Close Controls

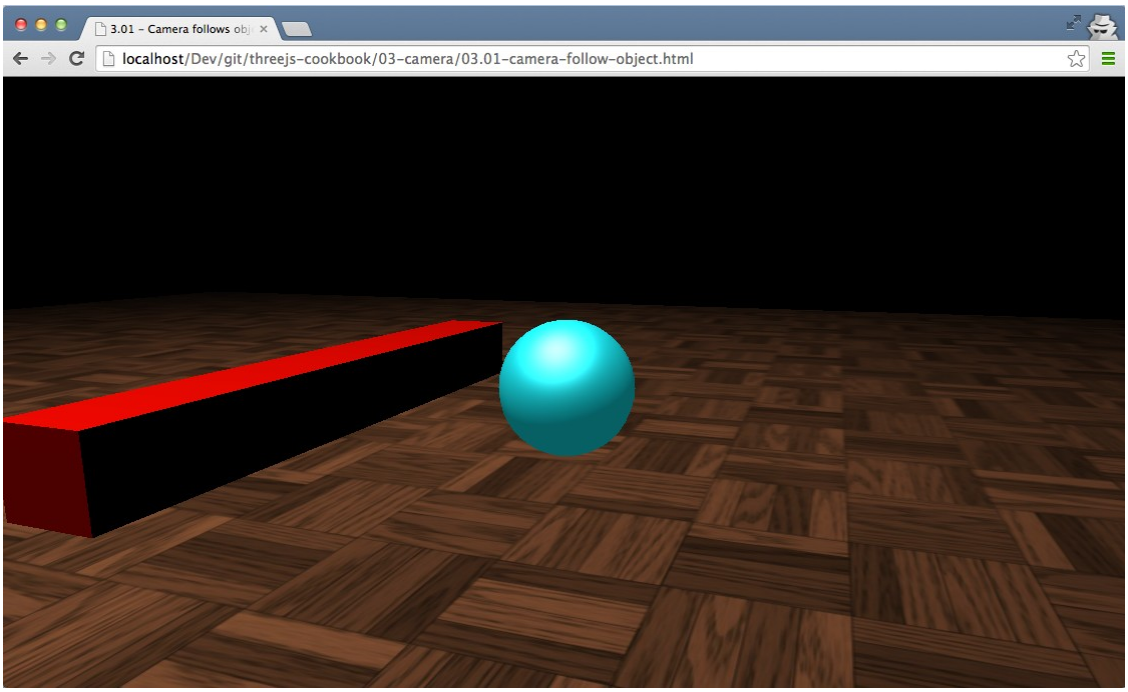

02.15 - Apply Matrix Tran
localhost/Dev/git/threejs-cookbook/02-geometries-meshes/02.15-apply-matrix-transformations.html
rotationSpeed 0.01
scale 0.3
x 0.1
y 0.1
z 0.1
doTranslation
doScale
a 0.1
b 0.1
c 0.1
d 0.1
e 1.8
f 1.4
doShearing
theta 0.1
doRotationY
Close Controls

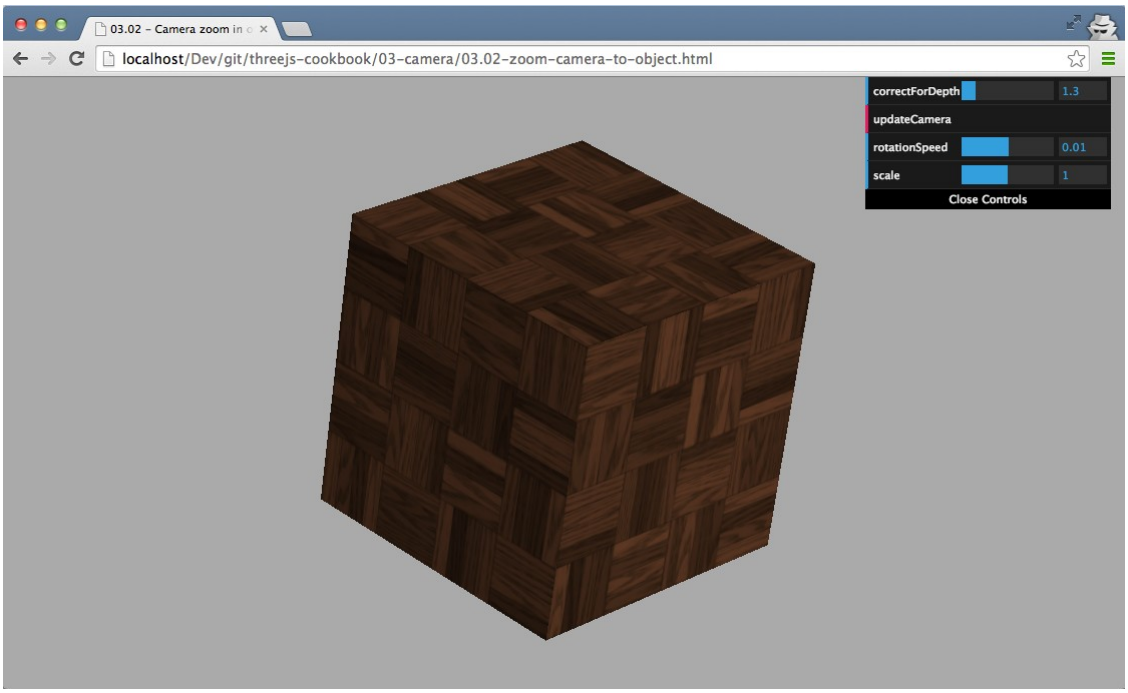

01.07 - Control variables
localhost/Dev/git/threejs-cookbook/02-geometries-meshes/02.14-use-objmtlloader-with-multiple-materials.html
rotationSpeed -0.0003
scale 1.3
Close Controls

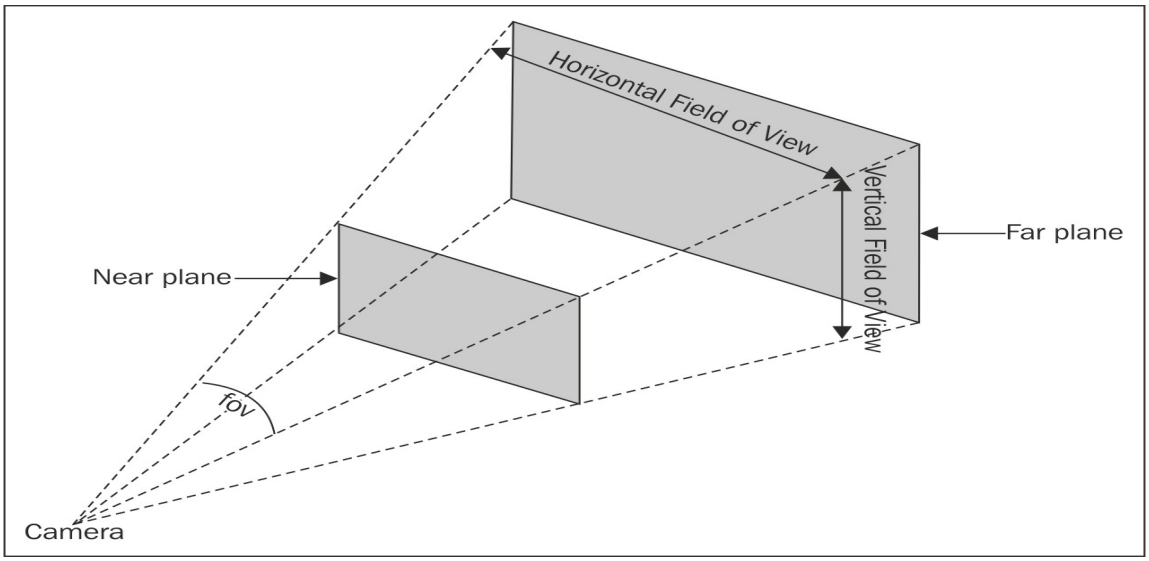


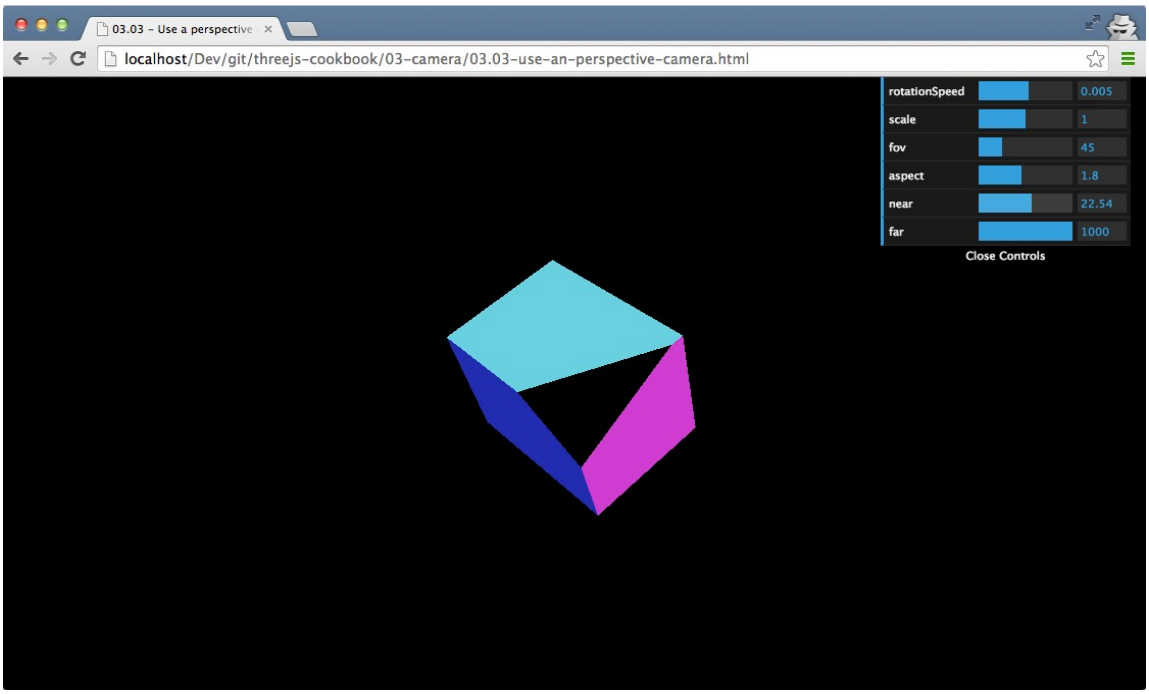
Chapter 3: Working with the Camera

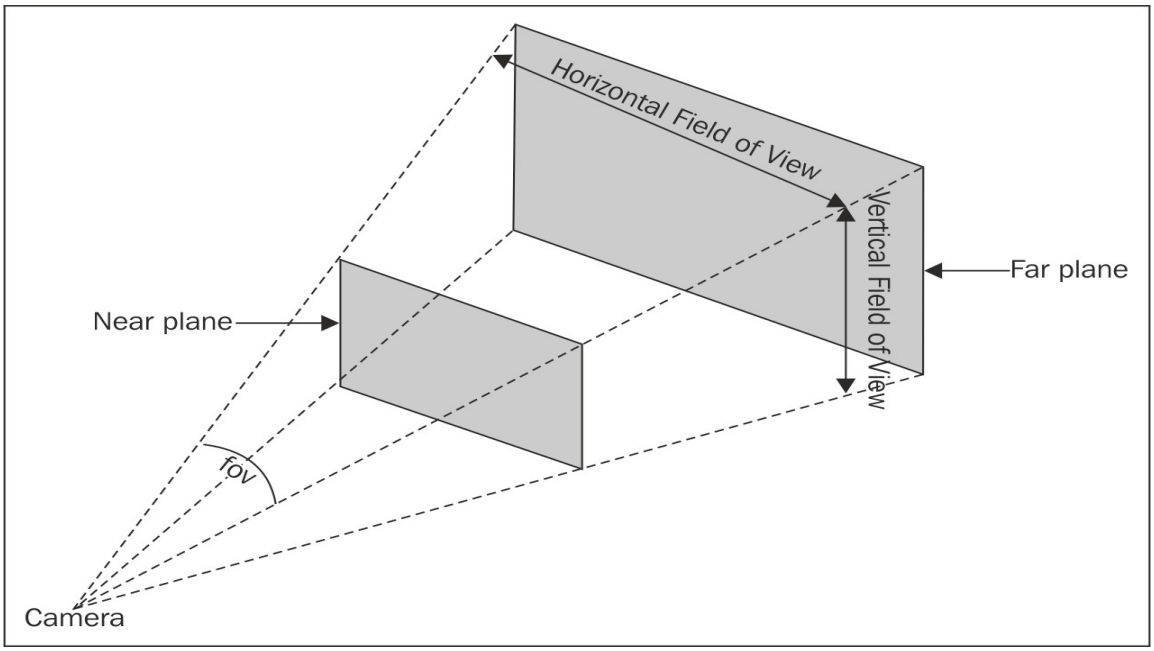


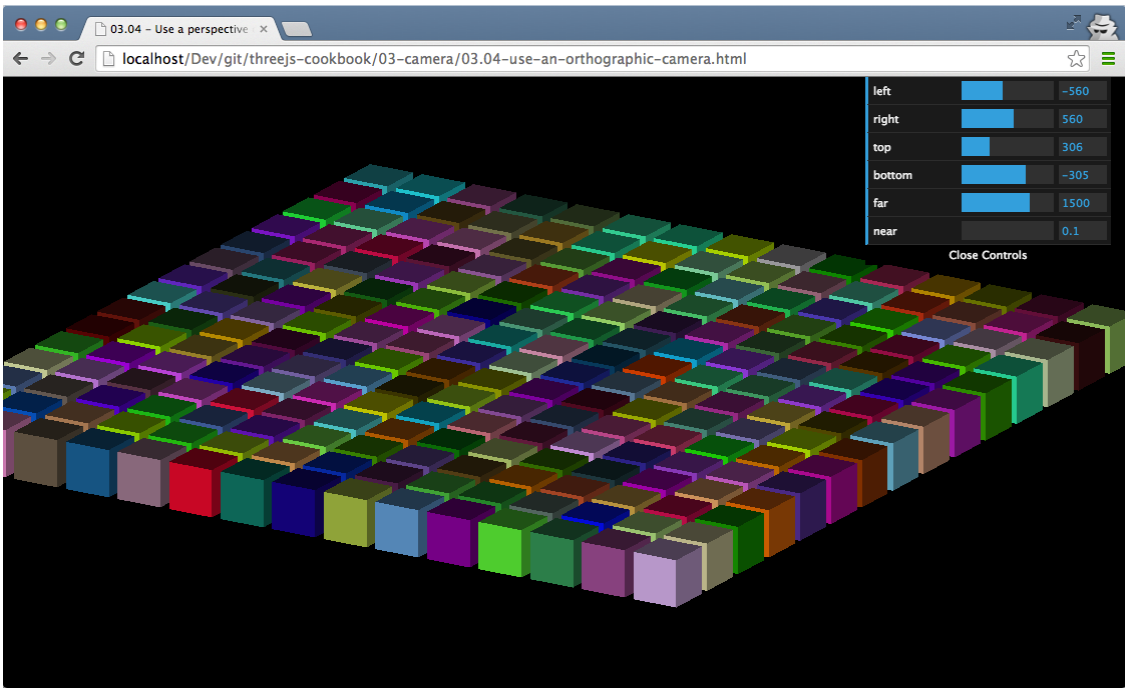

3.01 - Camera follows obj
localhost/Dev/git/threejs-cookbook/03-camera/03.01-camera-follow-object.html

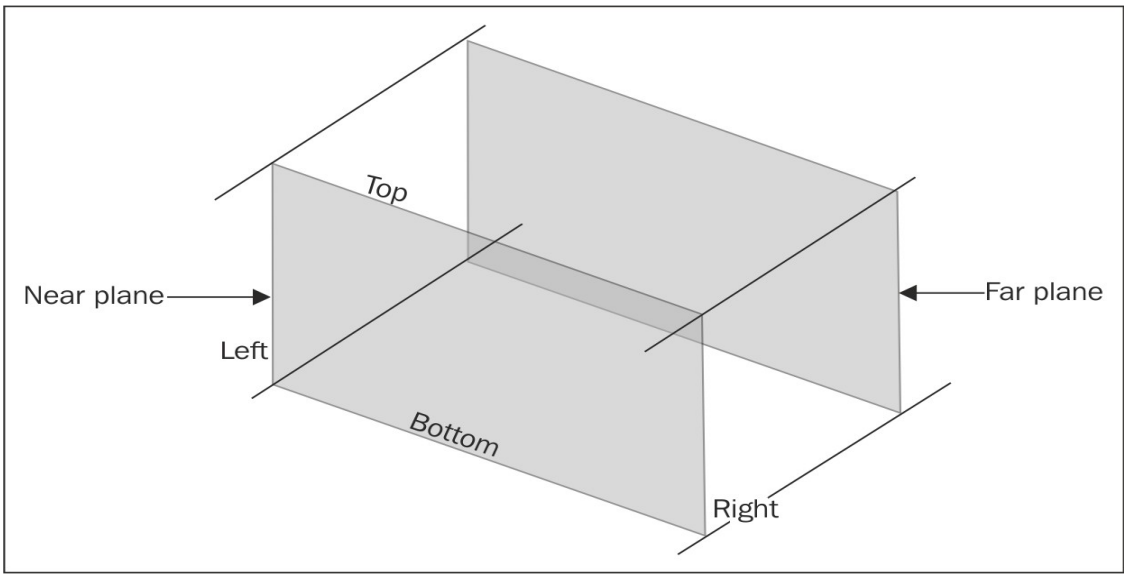

03.02 - Camera zoom in c
localhost/Dev/git/threejs-cookbook/03-camera/03.02-zoom-camera-to-object.html
correctForDepth
1.3
updateCamera
rotationSpeed
0.01
scale
1
Close Controls

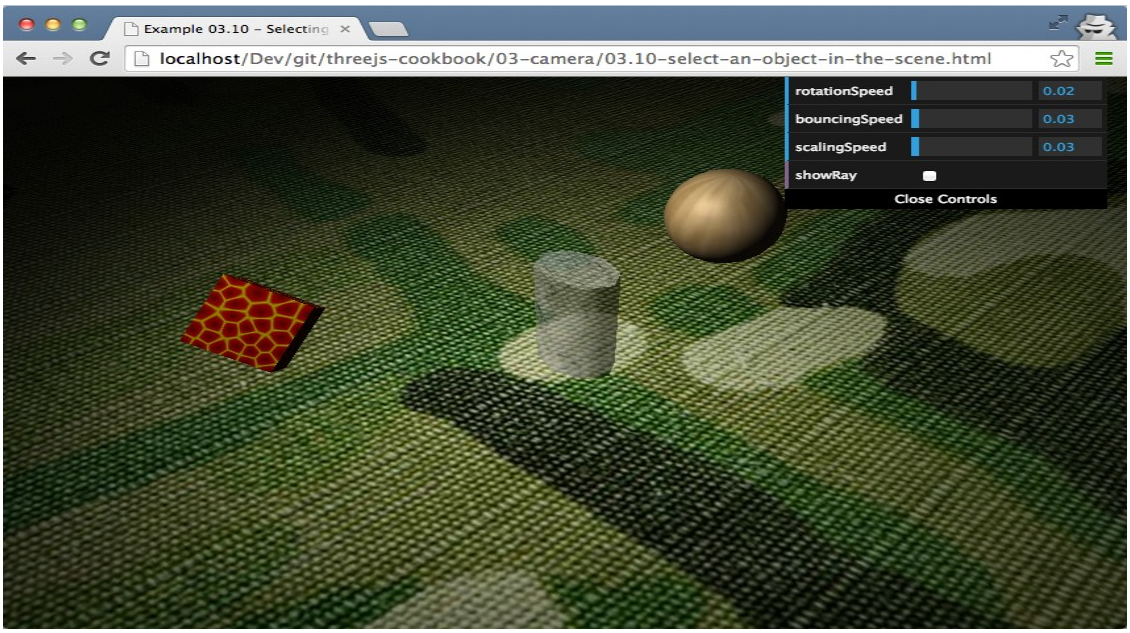

Horizontal Field of View
Vertical Field of View
Far plane
Near plane
fov
Camera

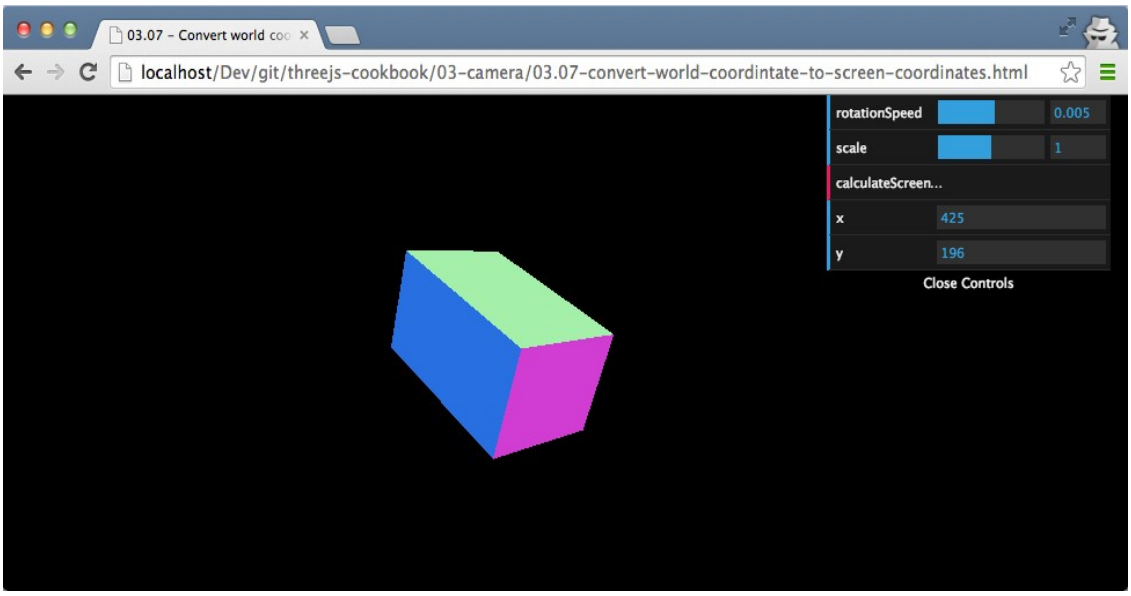

03.03 - Use a perspective
localhost/Dev/git/threejs-cookbook/03-camera/03.03-use-an-perspective-camera.html
rotationSpeed 0.005
scale 1
fov 45
aspect 1.8
near 22.54
far 1000
Close Controls

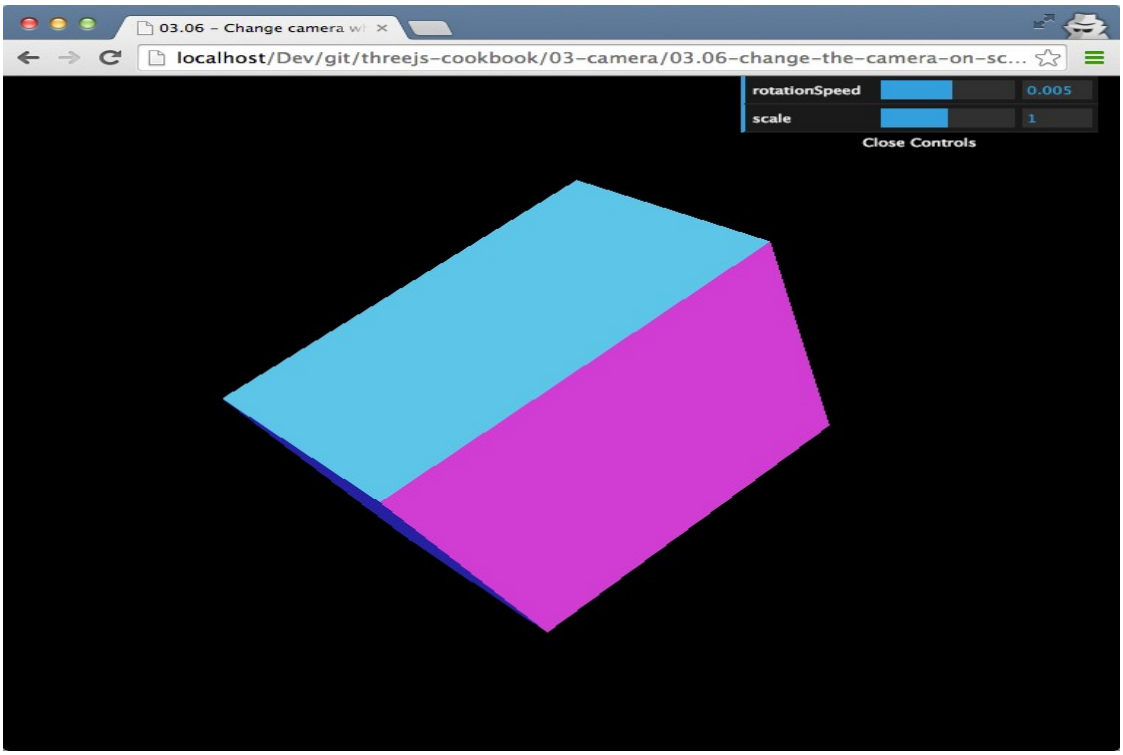

Horizontal Field of View
Vertical Field of View
Far plane
Near plane
fov
Camera

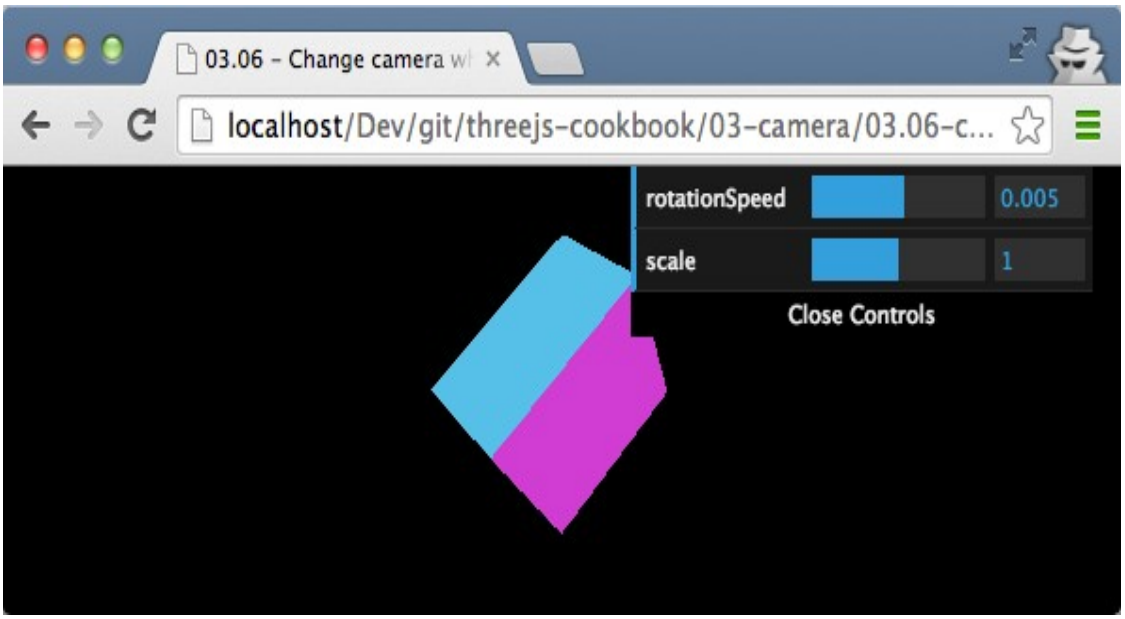

03.04 - Use a perspective
localhost/Dev/git/threejs-cookbook/03-camera/03.04-use-an-orthographic-camera.html
left
-560
right
560
top
306
bottom
-305
far
1500
near
0.1
Close Controls

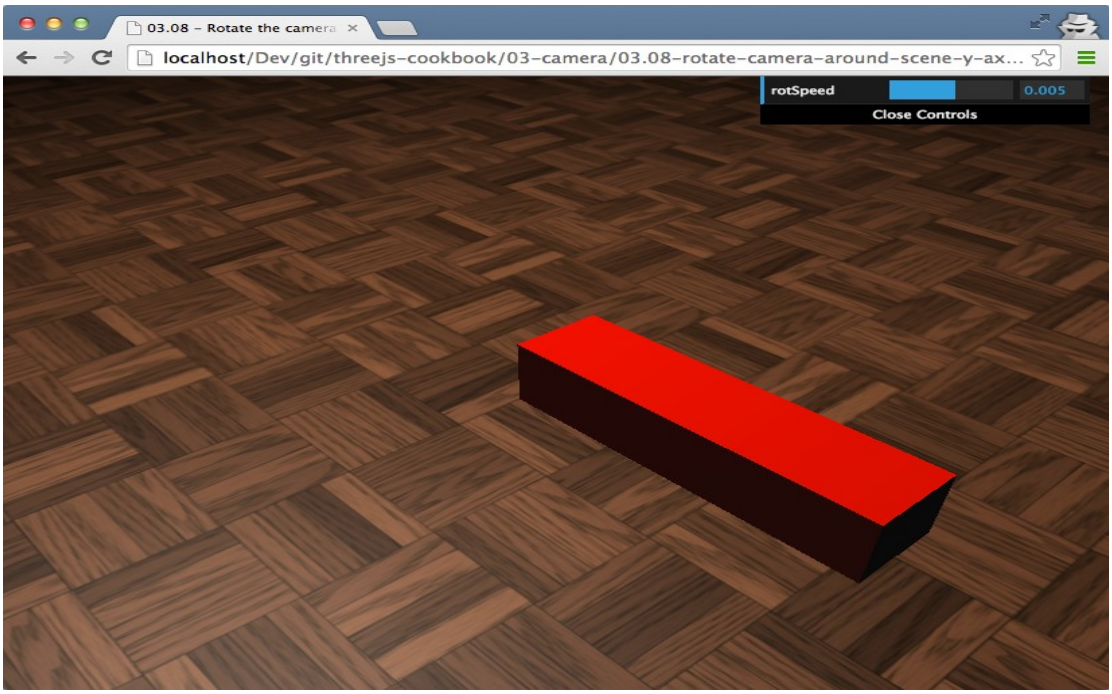

Top
Near plane
Far plane
Left
Bottom
Right

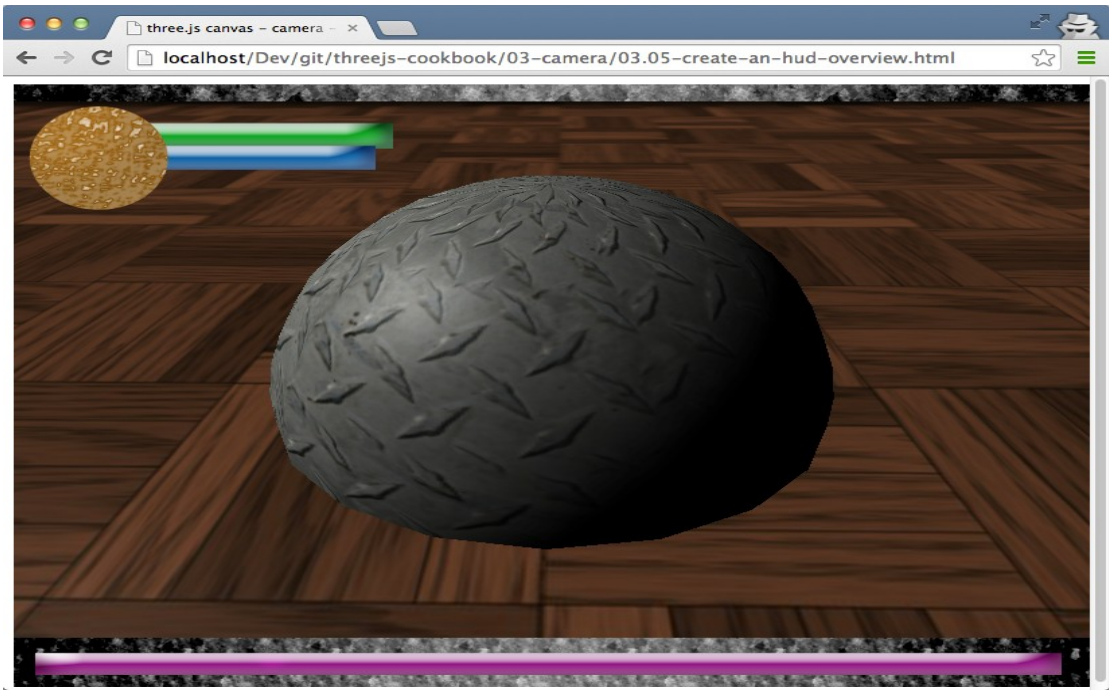

Example 03.10 - Selecting
localhost/Dev/git/threejs-cookbook/03-camera/03.10-select-an-object-in-the-scene.html
rotationSpeed
0.02
bouncingSpeed
0.03
scalingSpeed
0.03
showRay
Close Controls

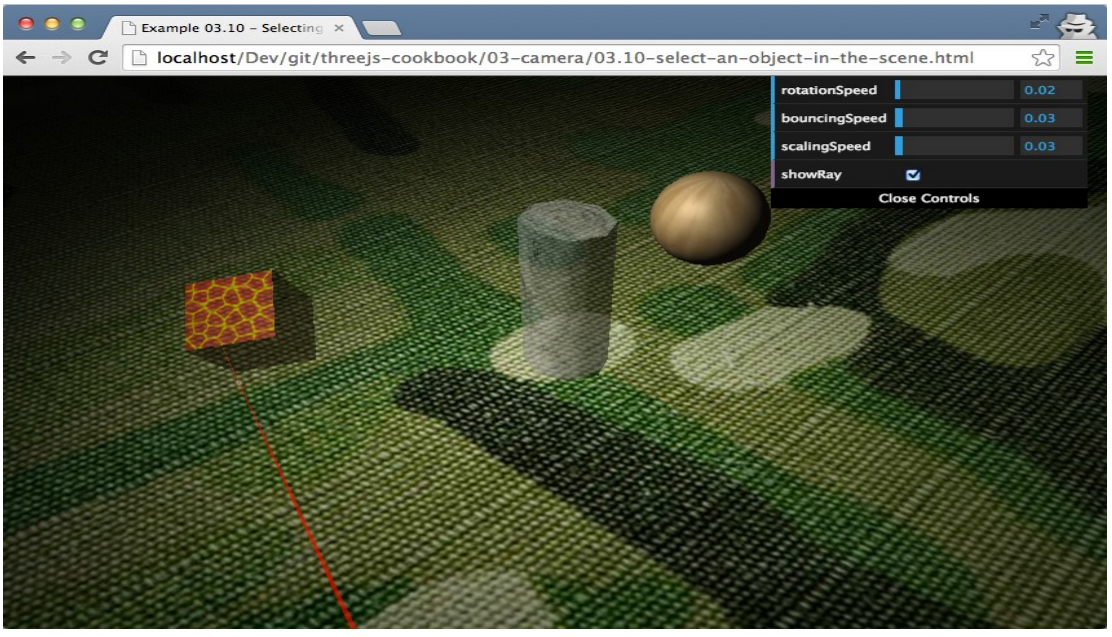

03.07 - Convert world coo
localhost/Dev/git/threejs-cookbook/03-camera/03.07-convert-world-coordintate-to-screen-coordinates.html
rotationSpeed
0.005
scale
1
calculateScreen...
x
425
y
196
Close Controls


03.06 - Change camera wi
localhost/Dev/git/threejs-cookbook/03-camera/03.06-change-the-camera-on-sc...
rotationSpeed
0.005
scale
1
Close Controls

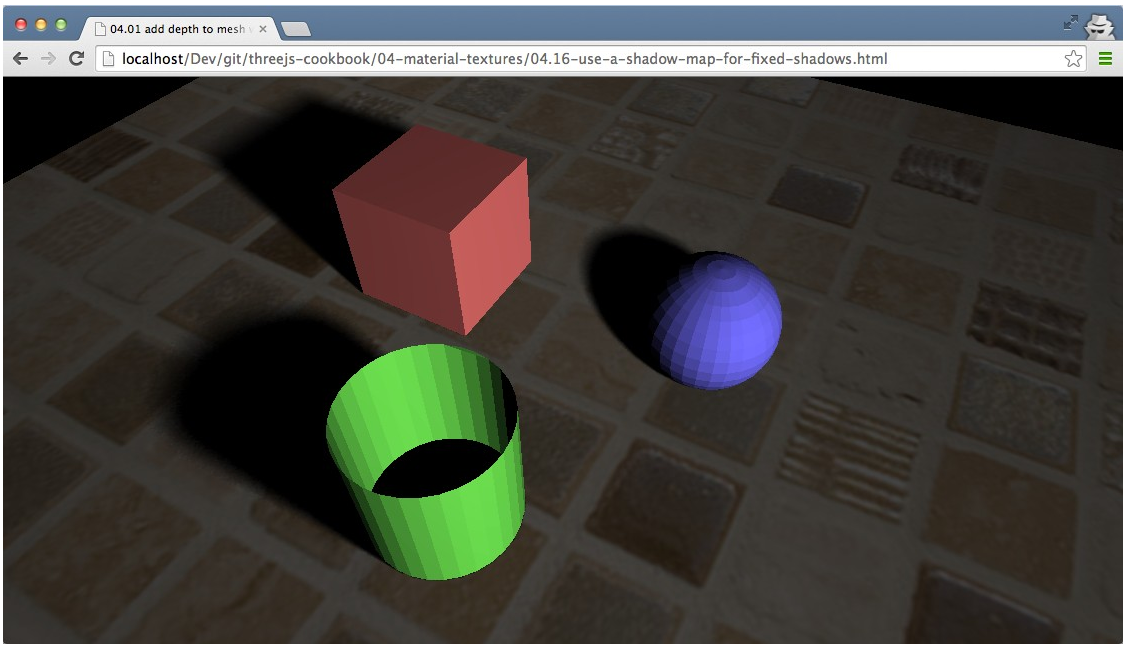

03.06 - Change camera wi
localhost/Dev/git/threejs-cookbook/03-camera/03.06-c...
rotationSpeed
0.005
scale
1
Close Controls

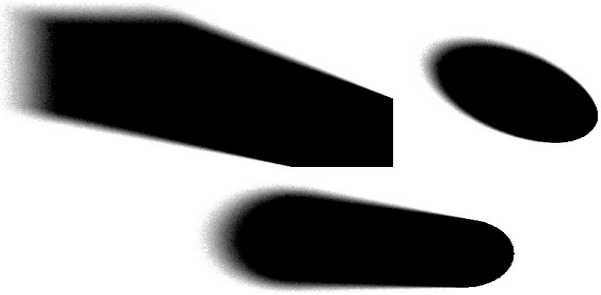

03.08 - Rotate the camera
localhost/Dev/git/threejs-cookbook/03-camera/03.08-rotate-camera-around-scene-y-ax...
rotSpeed
0.005
Close Controls

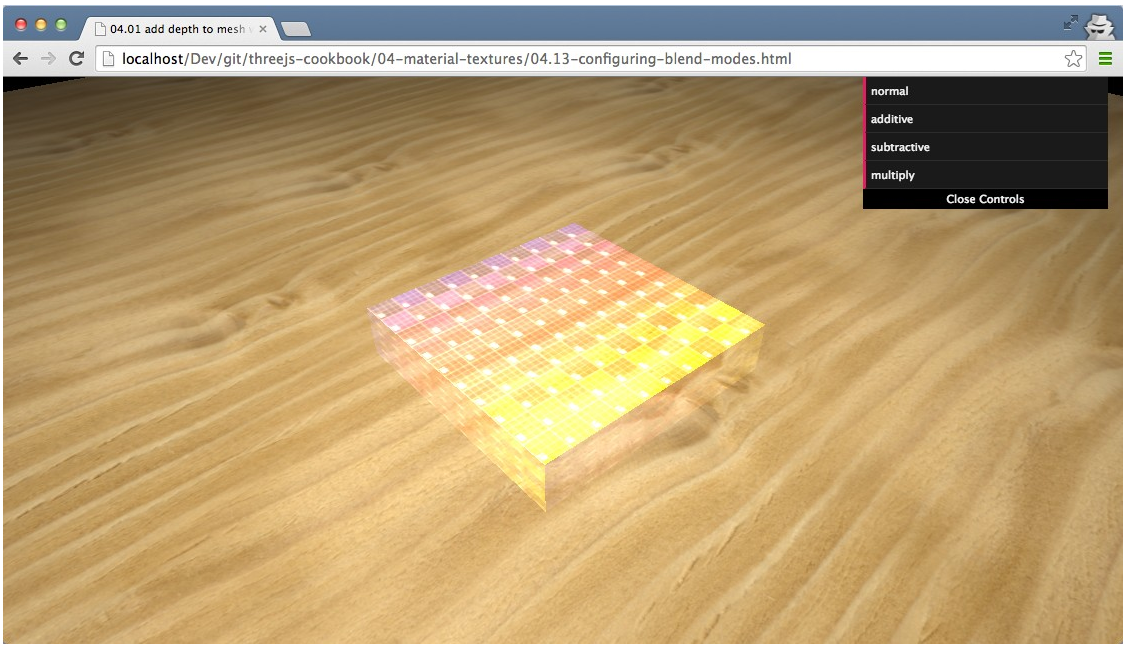

three.js canvas - camera
localhost/Dev/git/threejs-cookbook/03-camera/03.05-create-an-hud-overview.html

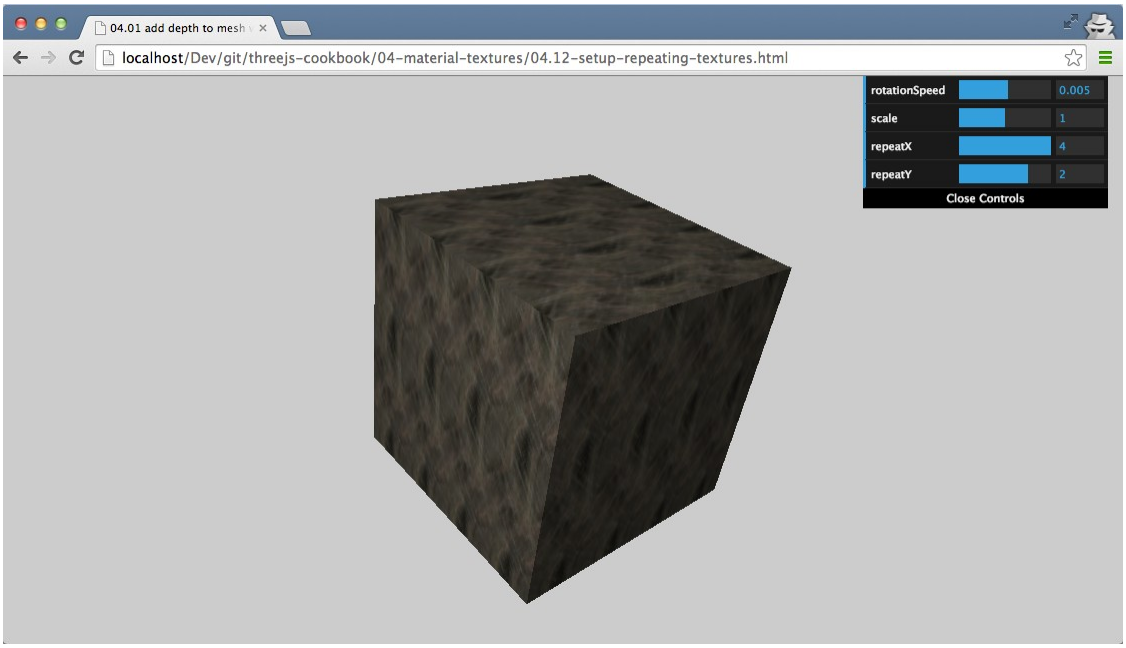


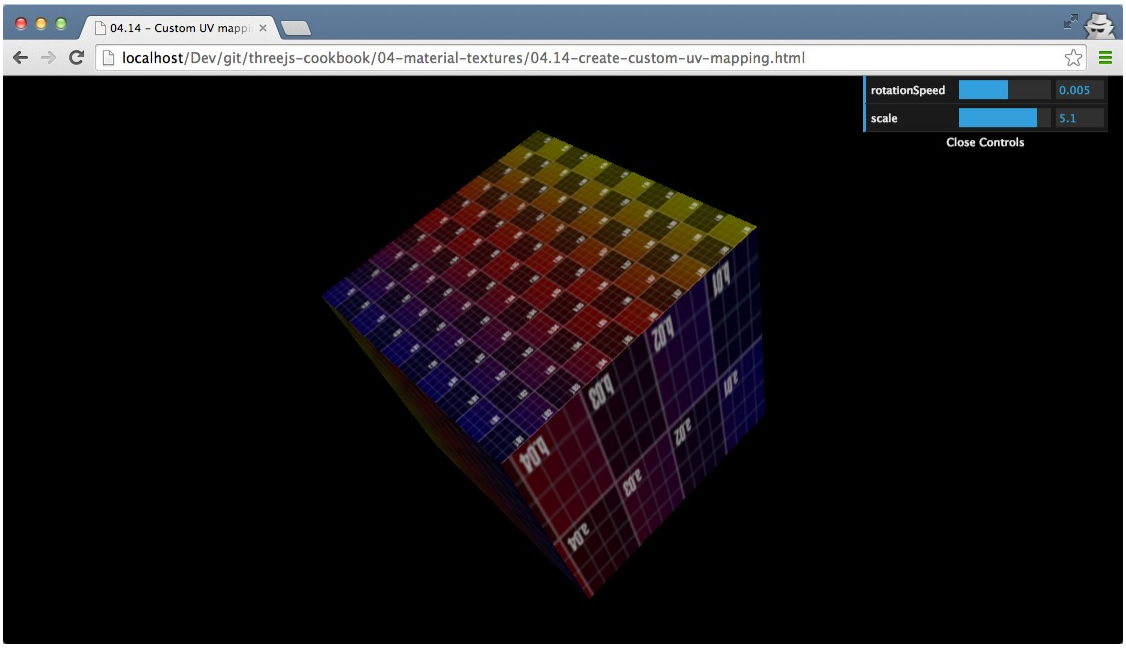
Chapter 4: Materials and Textures

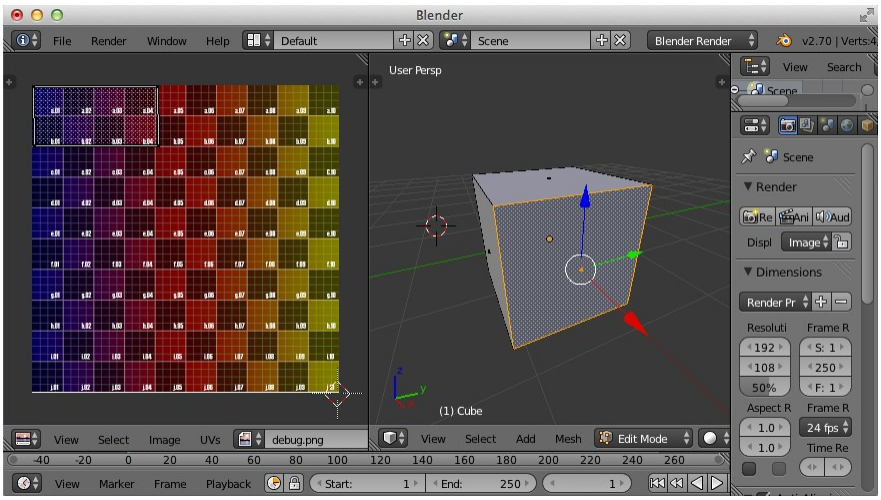

04.01 add depth to mesh
localhost/Dev/git/threejs-cookbook/04-material-textures/04.16-use-a-shadow-map-for-fixed-shadows.html

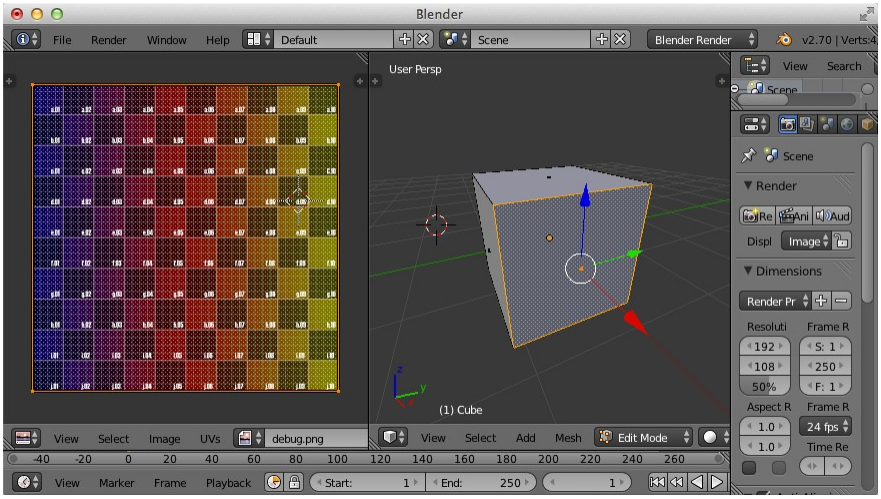



04.01 add depth to mesh
localhost/Dev/git/threejs-cookbook/04-material-textures/04.13-configuring-blend-modes.html
normal
additive
subtractive
multiply
Close Controls


04.01 add depth to mesh
localhost/Dev/git/threejs-cookbook/04-material-textures/04.12-setup-repeating-textures.html
rotationSpeed
0.005
scale
1
repeatX
4
repeatY
2
Close Controls


04.14 - Custom UV mapp
localhost/Dev/git/threejs-cookbook/04-material-textures/04.14-create-custom-uv-mapping.html
rotationSpeed
0.005
scale
5.1
Close Controls


Blender
File Render Window Help Default Scene Blender Render v2.70 | Verts:4
User Persp
(1) Cube
View Select Image UVs debug.png
View Select Add Mesh Edit Mode
View Marker Frame Playback Start: 1 End: 250 1
View Search
Scene
Render
Dimensions
Render Pr
Resoluti Frame R
192 S: 1
108 250
50% F: 1
Aspect R Frame R
1.0 24 fps
1.0 Time Re


Blender
File Render Window Help Default Scene Blender Render v2.70 | Verts:4
User Persp
(1) Cube
View Select Image UVs debug.png
View Select Add Mesh Edit Mode
View Marker Frame Playback Start: 1 End: 250 1
View Search
Scene
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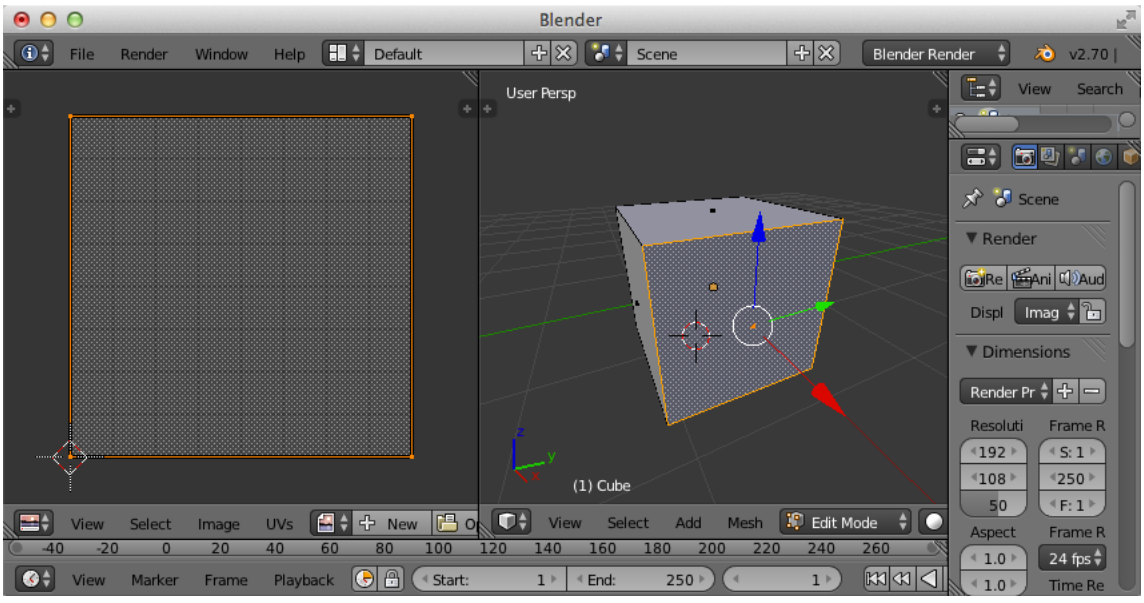
Resoluti Frame R
192 S: 1
108 250
50% F: 1
Aspect R Frame R
1.0 24 fps
1.0 Time Re


Blender
File Render Window Help Default Scene Blender Render v2.70 |
User Persp
(1) Cube
View Select Image UVs New
View Select Add Mesh Edit Mode
View Marker Frame Playback Start: 1 End: 250 1
View Search
Scene
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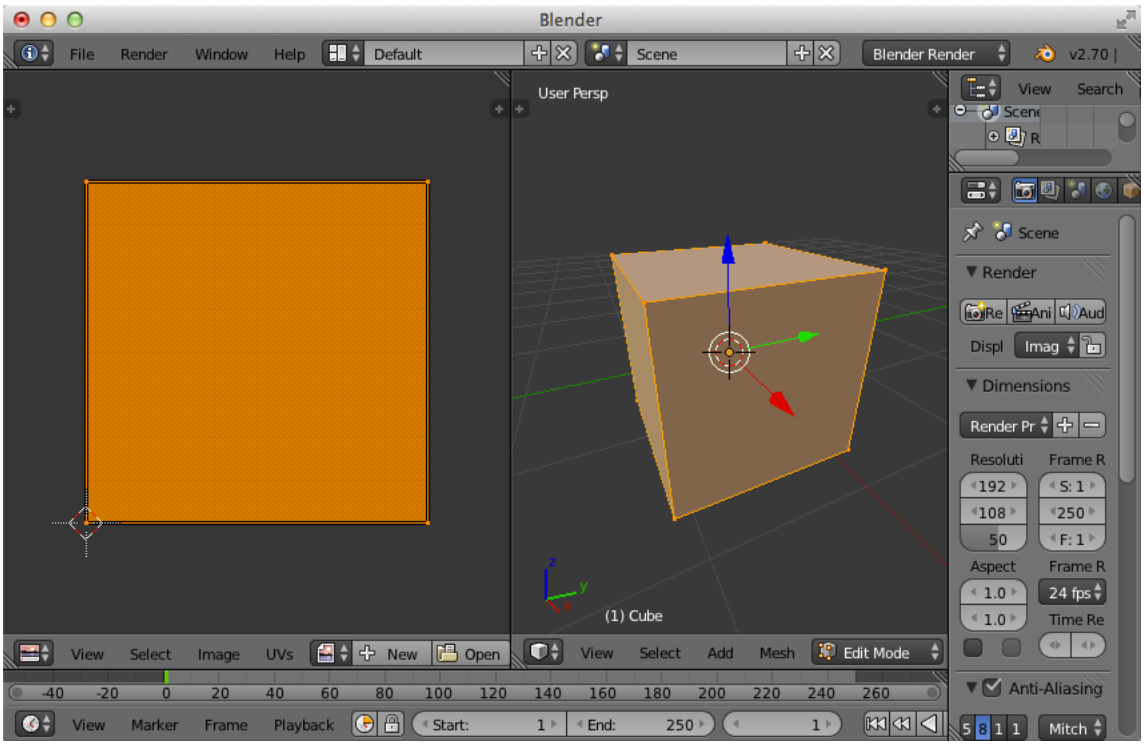
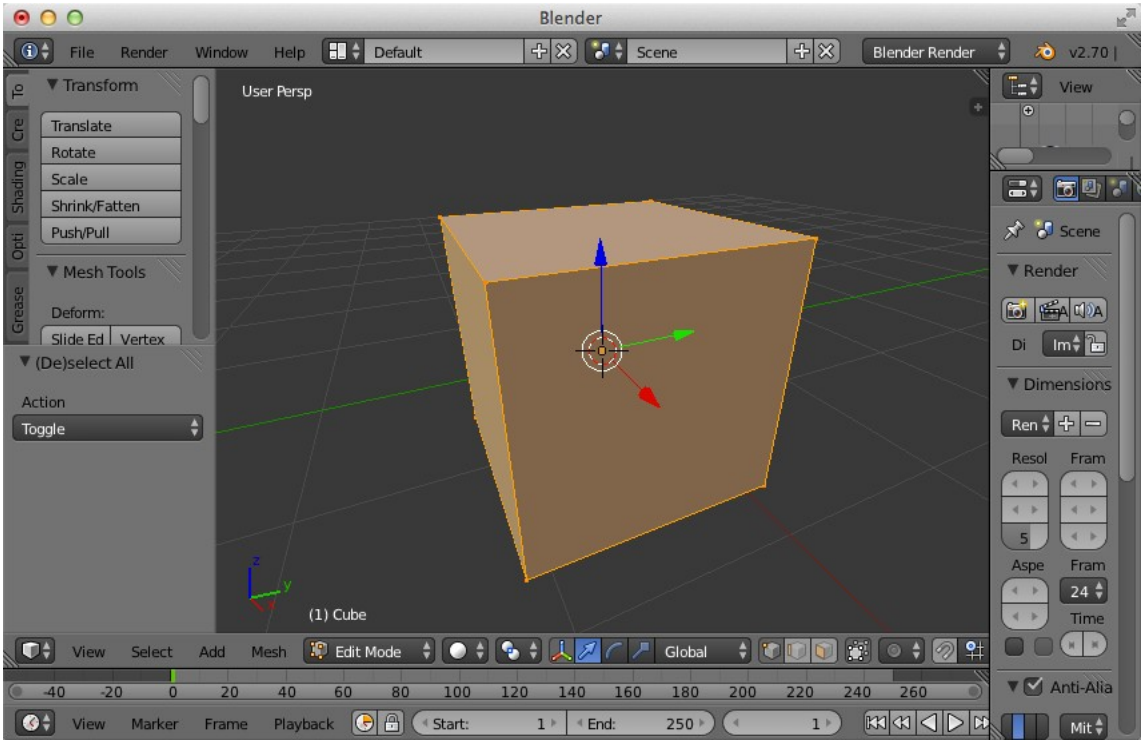
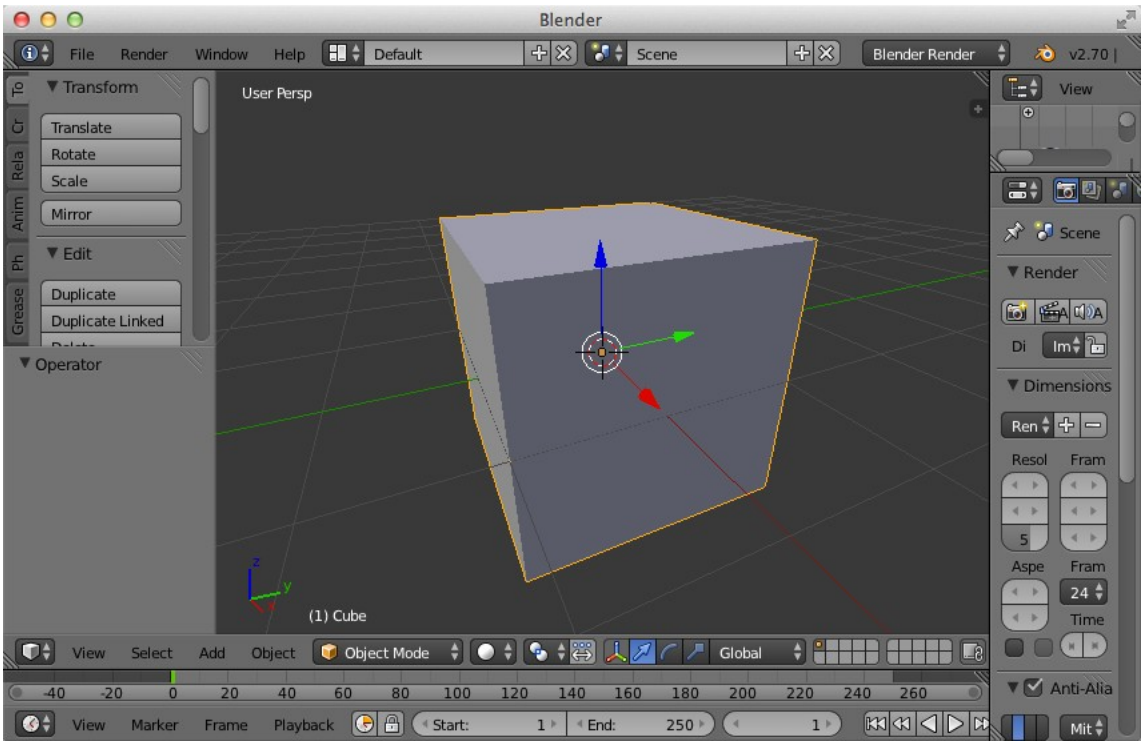
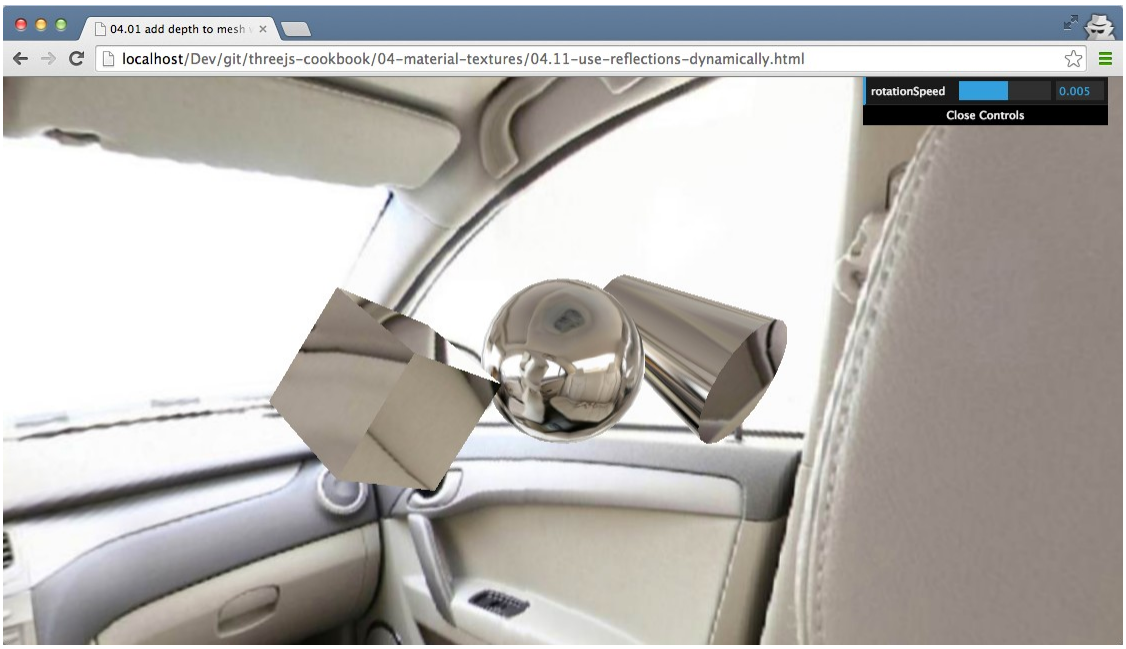
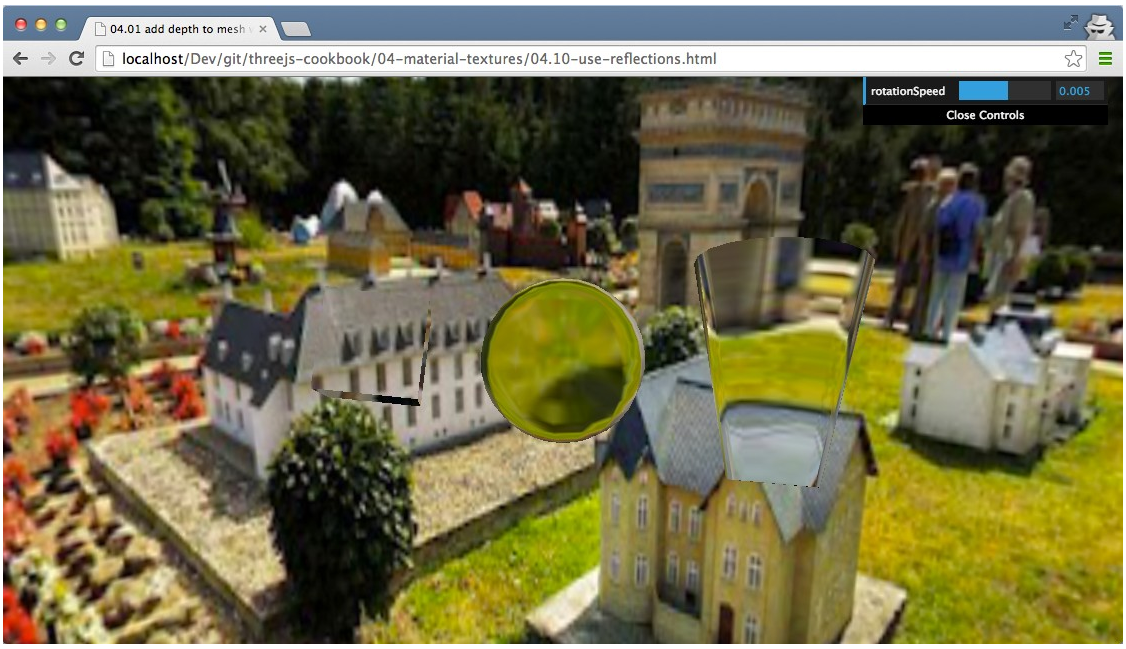
Dimensions
Render Pr
Resoluti Frame R
192 S: 1
108 250
50 F: 1
Aspect Frame R
1.0 24 fps
1.0 Time Re

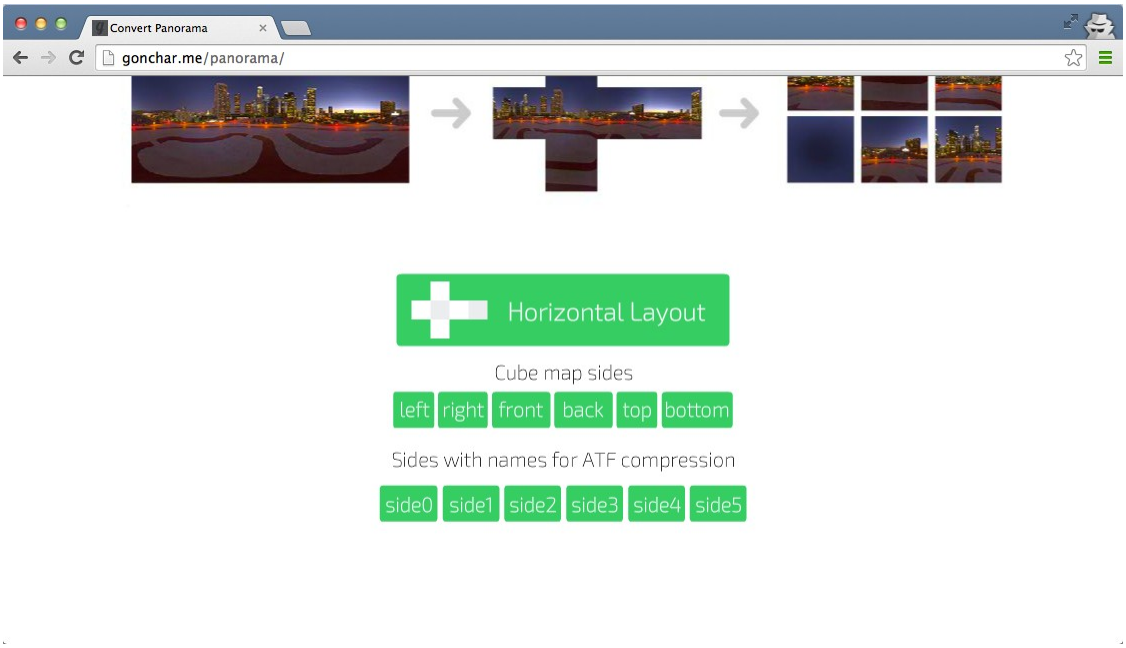

Blender
File
Render
Window
Help
Default
Scene
Blender Render
v2.70
User Persp
(1) Cube
View
Search
Scene
Render
Dimensions
Anti-Aliasing
View
Select
Image
UVs
New
Open
View
Select
Add
Mesh
Edit Mode
View
Marker
Frame
Playback
Start: 1
End: 250

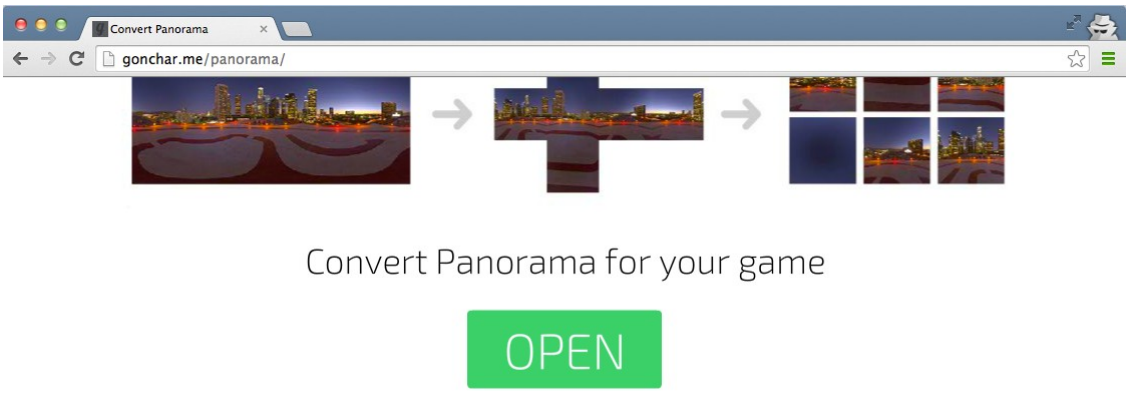

Blender
File
Render
Window
Help
Default
Scene
Blender Render
v2.70
Transform
Translate
Rotate
Scale
Shrink/Fatten
Push/Pull
Mesh Tools
Deform:
(De)select All
Action
Toggle
User Persp
(1) Cube
View
Scene
Render
Dimensions
Anti-Alia
View
Select
Add
Mesh
Edit Mode
Global
View
Marker
Frame
Playback
Start: 1
End: 250

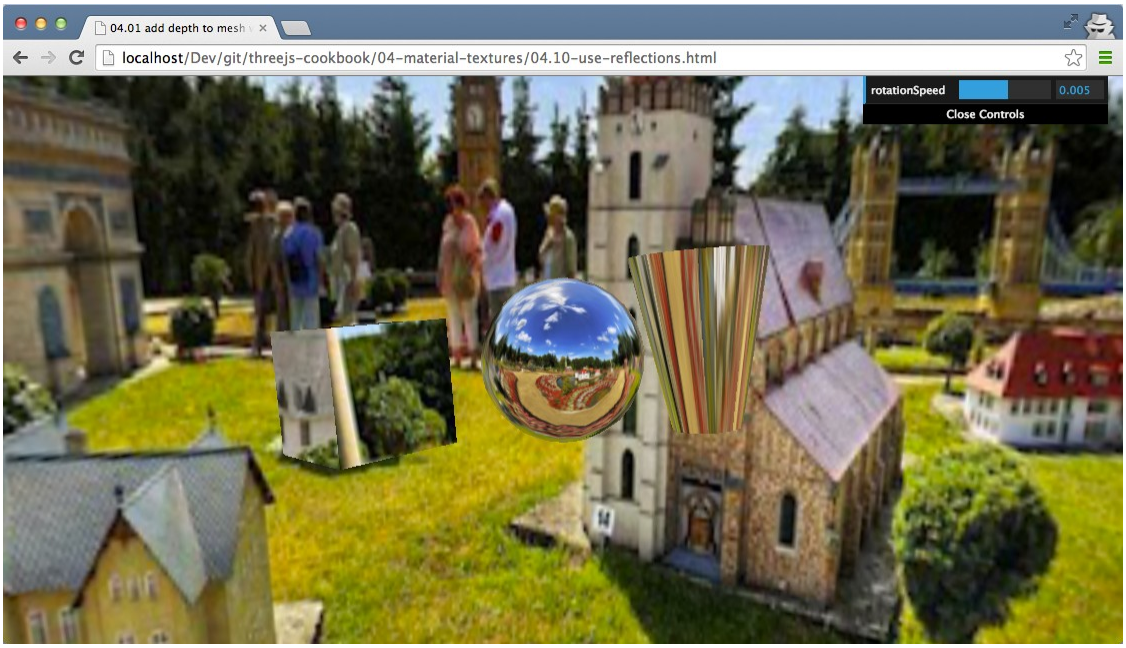

Blender
File
Render
Window
Help
Default
Scene
Blender Render
v2.70
Transform
Translate
Rotate
Scale
Mirror
Edit
Duplicate
Duplicate Linked
Operator
User Persp
(1) Cube
View
Scene
Render
Dimensions
Resol
Fram
Aspe
Time
Anti-Alia
View
Select
Add
Object
Object Mode
Global
View
Marker
Frame
Playback
Start:
End:
250

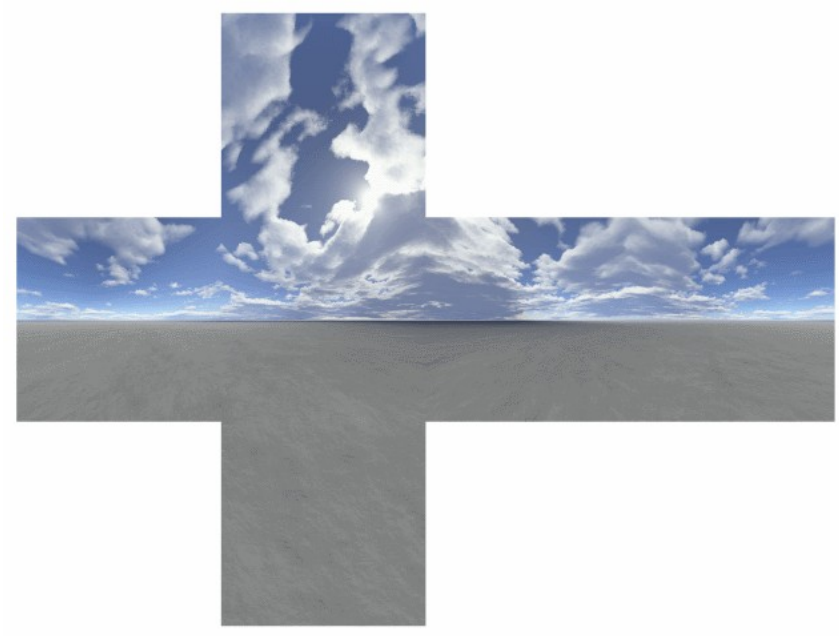

04.01 add depth to mesh
localhost/Dev/git/threejs-cookbook/04-material-textures/04.11-use-reflections-dynamically.html
rotationSpeed
0.005
Close Controls

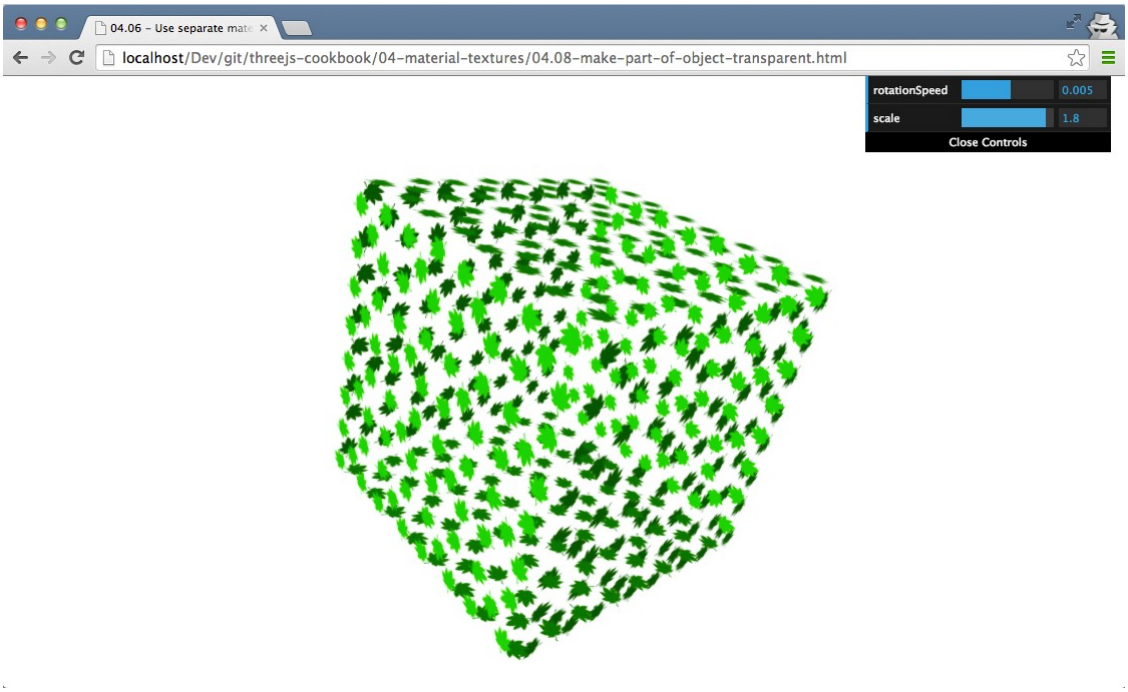

04.01 add depth to mesh
localhost/Dev/git/threejs-cookbook/04-material-textures/04.10-use-reflections.html
rotationSpeed
0.005
Close Controls

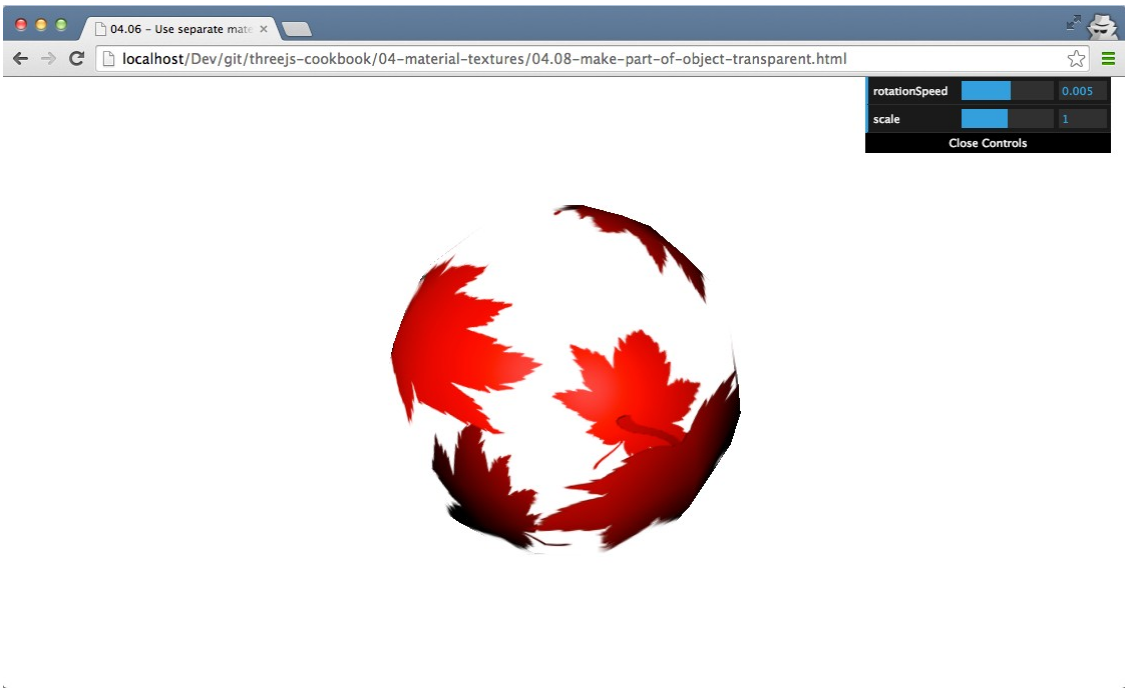

Convert Panorama
gonchar.me/panorama/
Horizontal Layout
Cube map sides
left
right
front
back
top
bottom
Sides with names for ATF compression
side0
side1
side2
side3
side4
side5

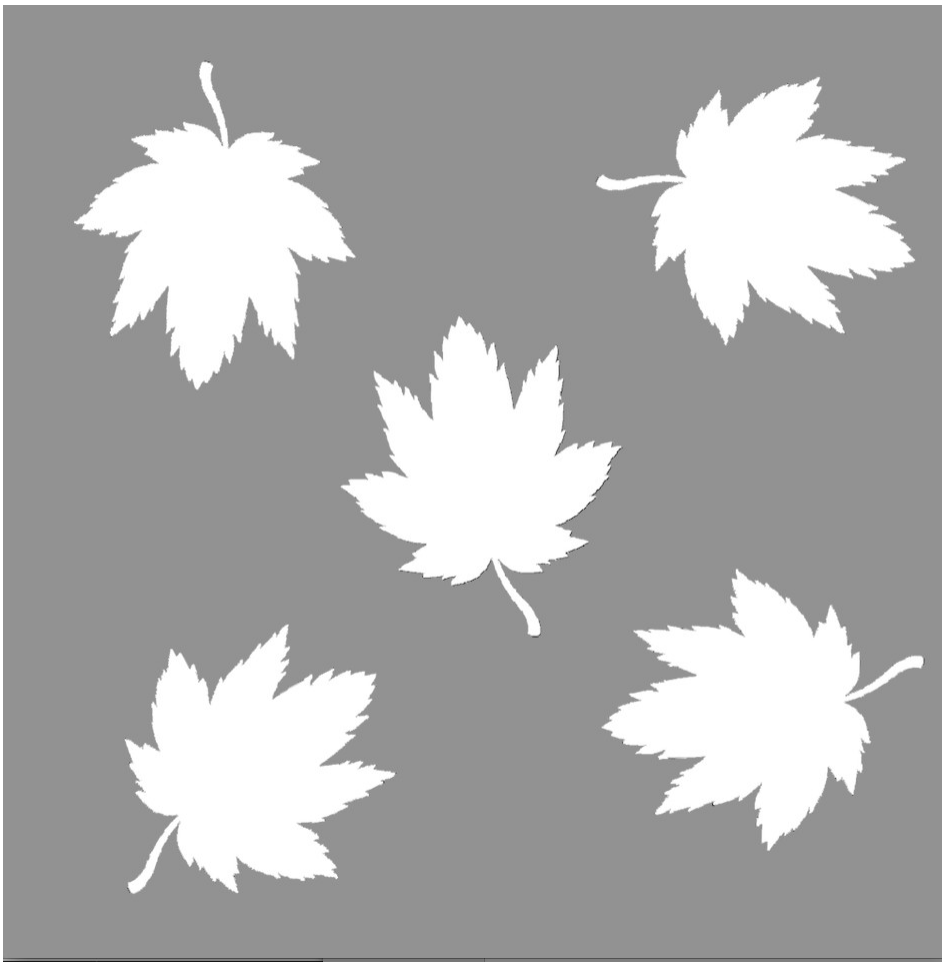

Convert Panorama
gonchar.me/panorama/
Convert Panorama for your game
OPEN

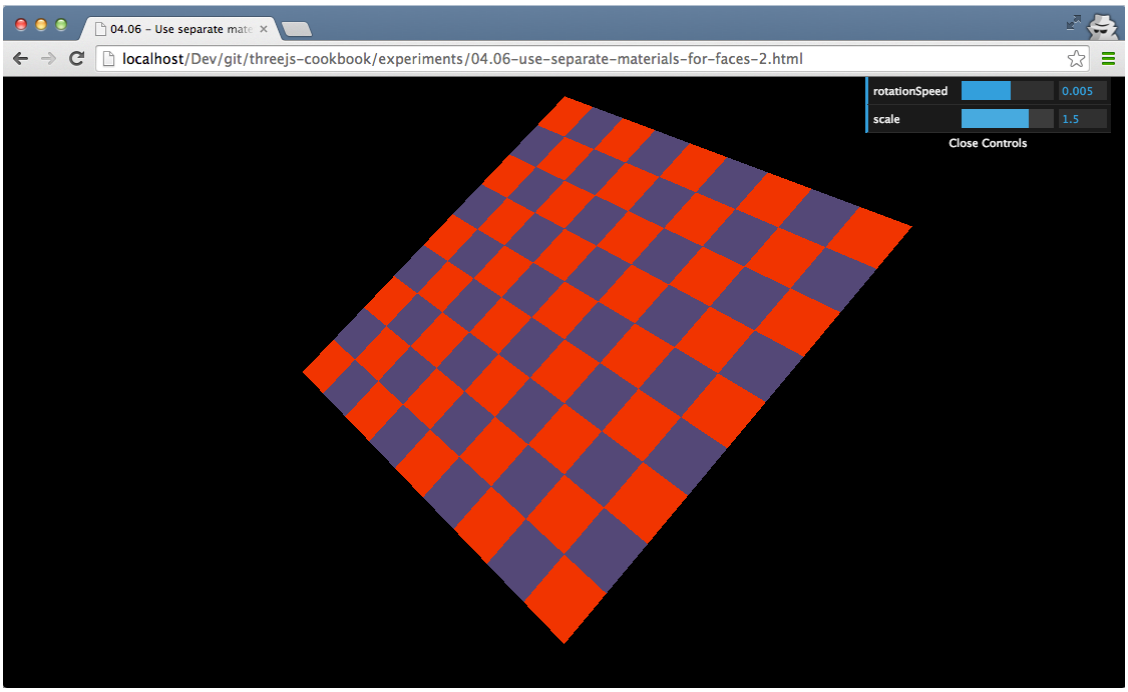

04.01 add depth to mesh
localhost/Dev/git/threejs-cookbook/04-material-textures/04.10-use-reflections.html
rotationSpeed
0.005
Close Controls

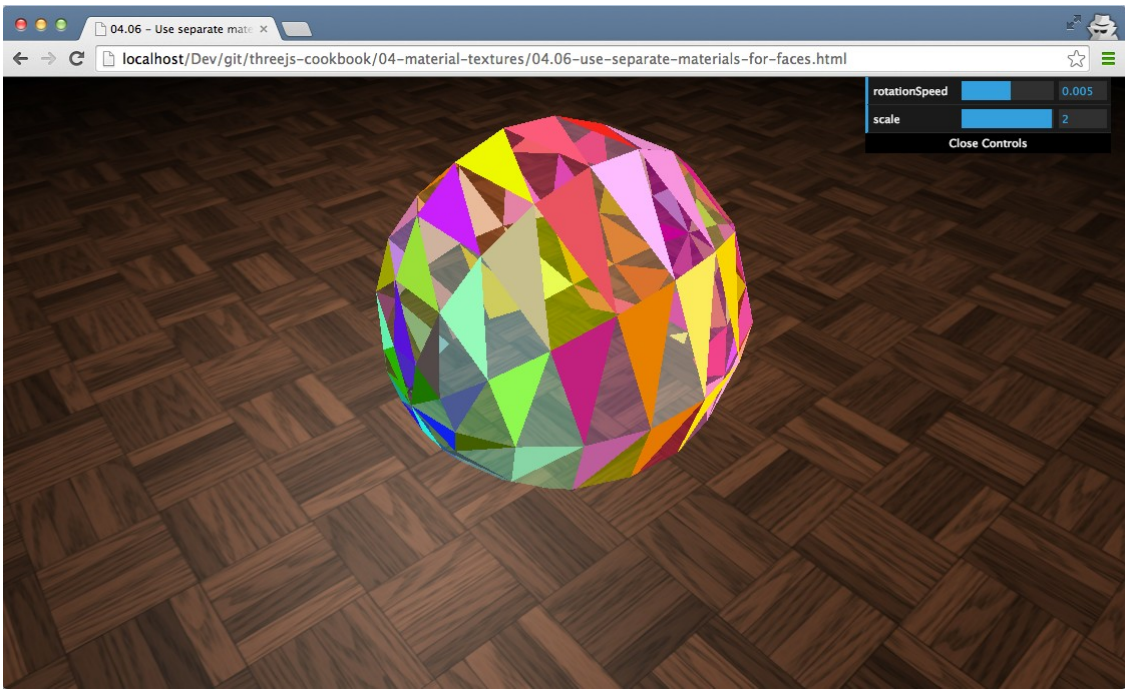


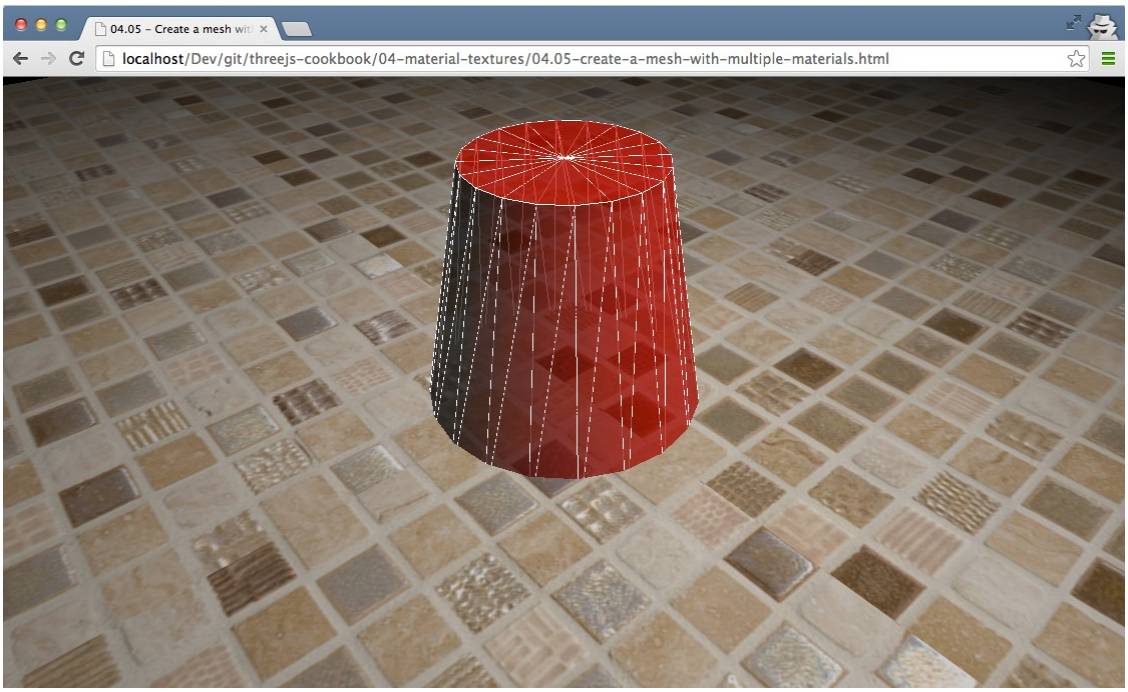

04.06 - Use separate mate
localhost/Dev/git/threejs-cookbook/04-material-textures/04.08-make-part-of-object-transparent.html
rotationSpeed
0.005
scale
1.8
Close Controls

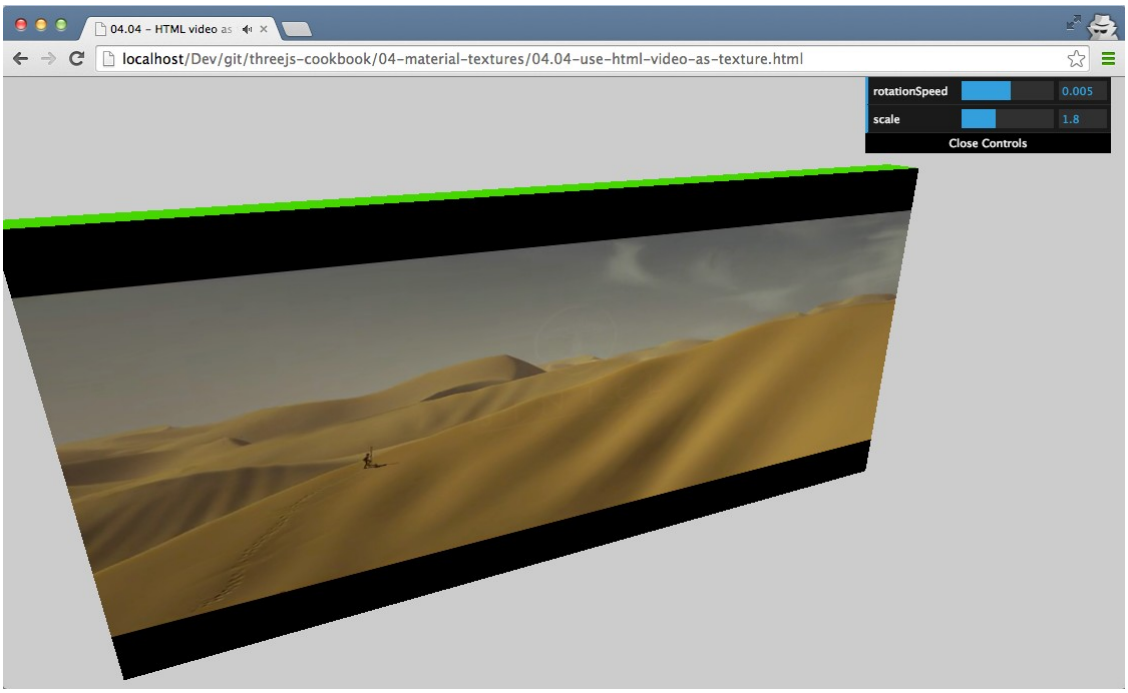

04.06 - Use separate mate
localhost/Dev/git/threejs-cookbook/04-material-textures/04.08-make-part-of-object-transparent.html
rotationSpeed
0.005
scale
1
Close Controls

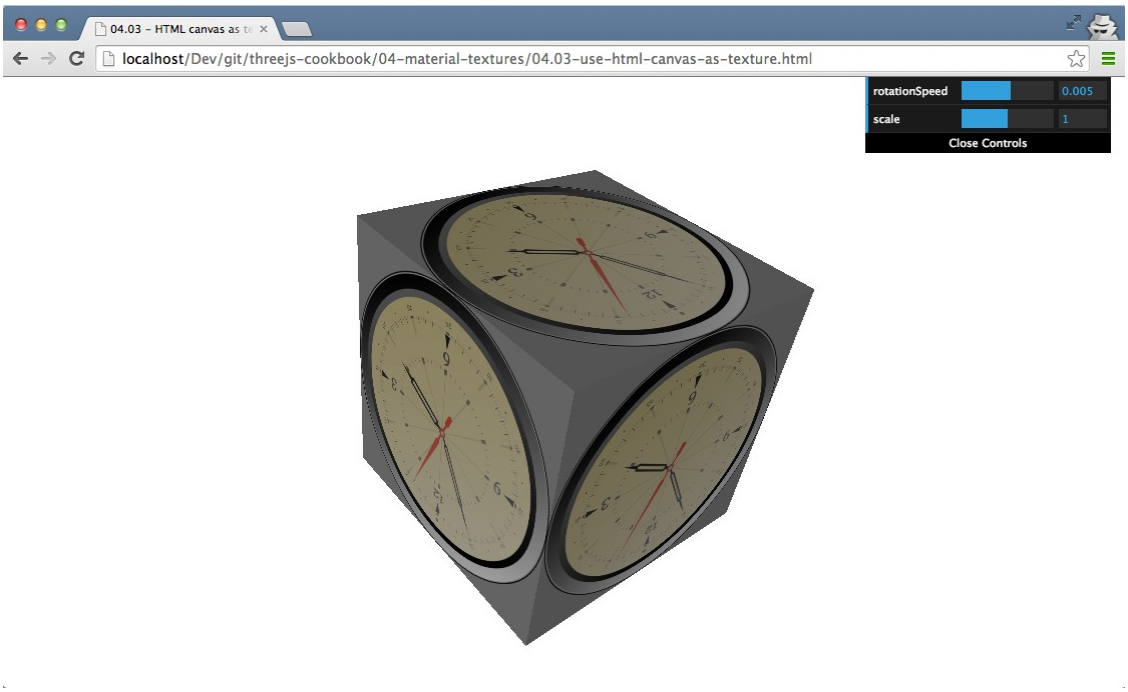


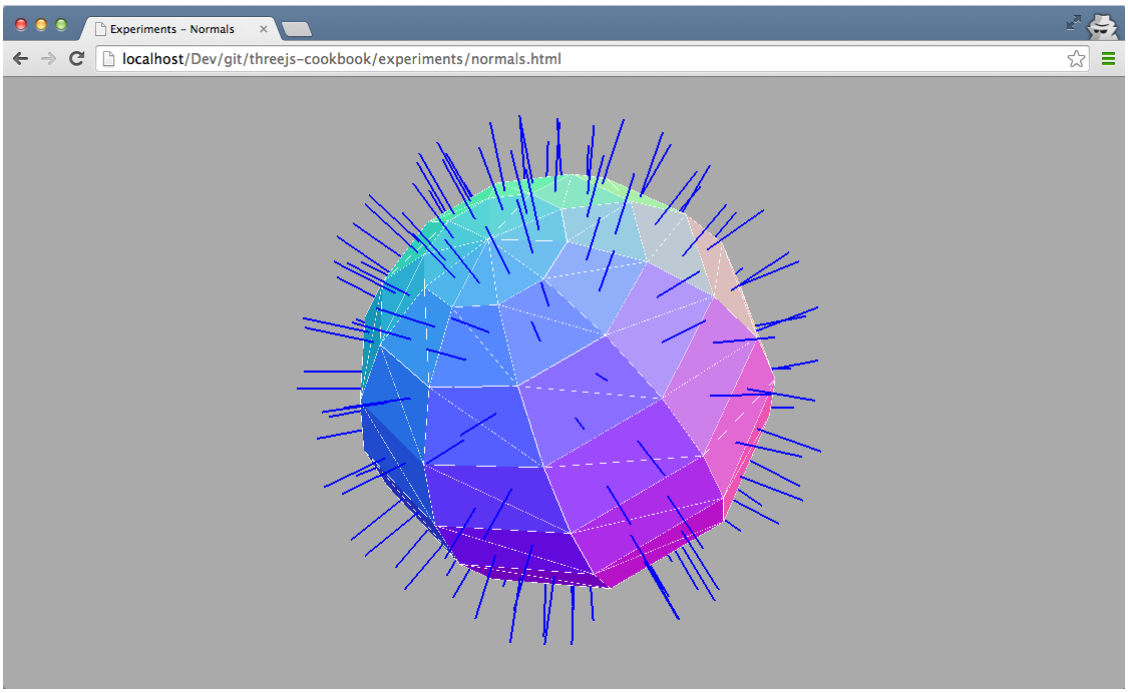

04.06 - Use separate mate
localhost/Dev/git/threejs-cookbook/experiments/04.06-use-separate-materials-for-faces-2.html
rotationSpeed
0.005
scale
1.5
Close Controls

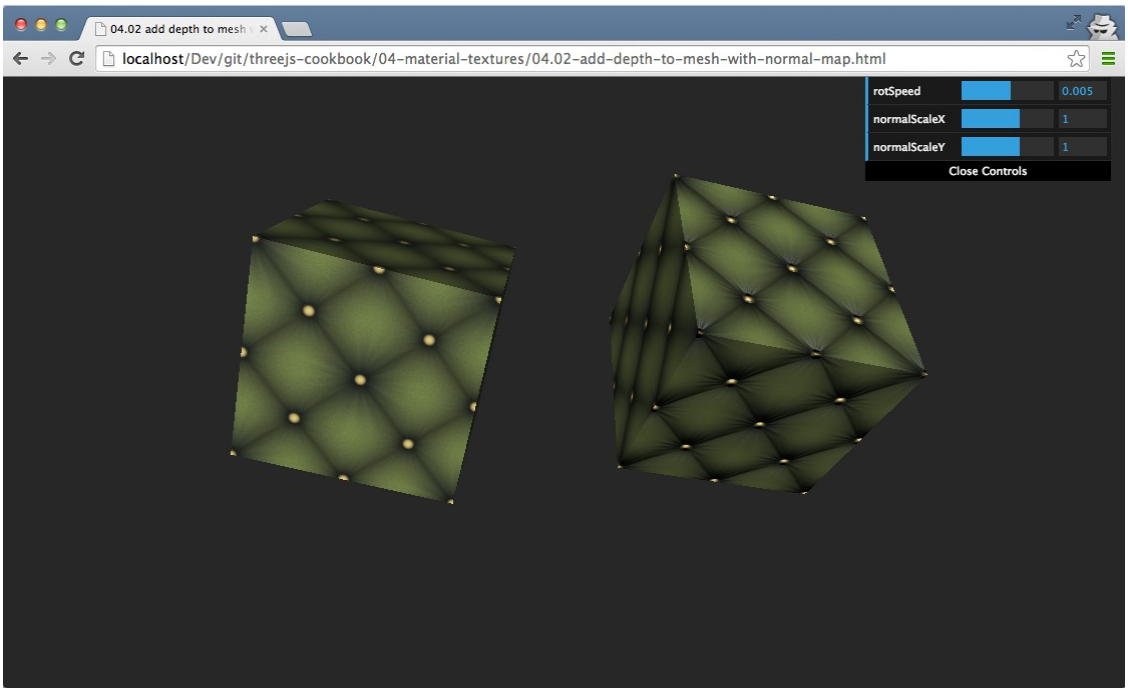

04.06 - Use separate mate
localhost/Dev/git/threejs-cookbook/04-material-textures/04.06-use-separate-materials-for-faces.html
rotationSpeed
0.005
scale
2
Close Controls

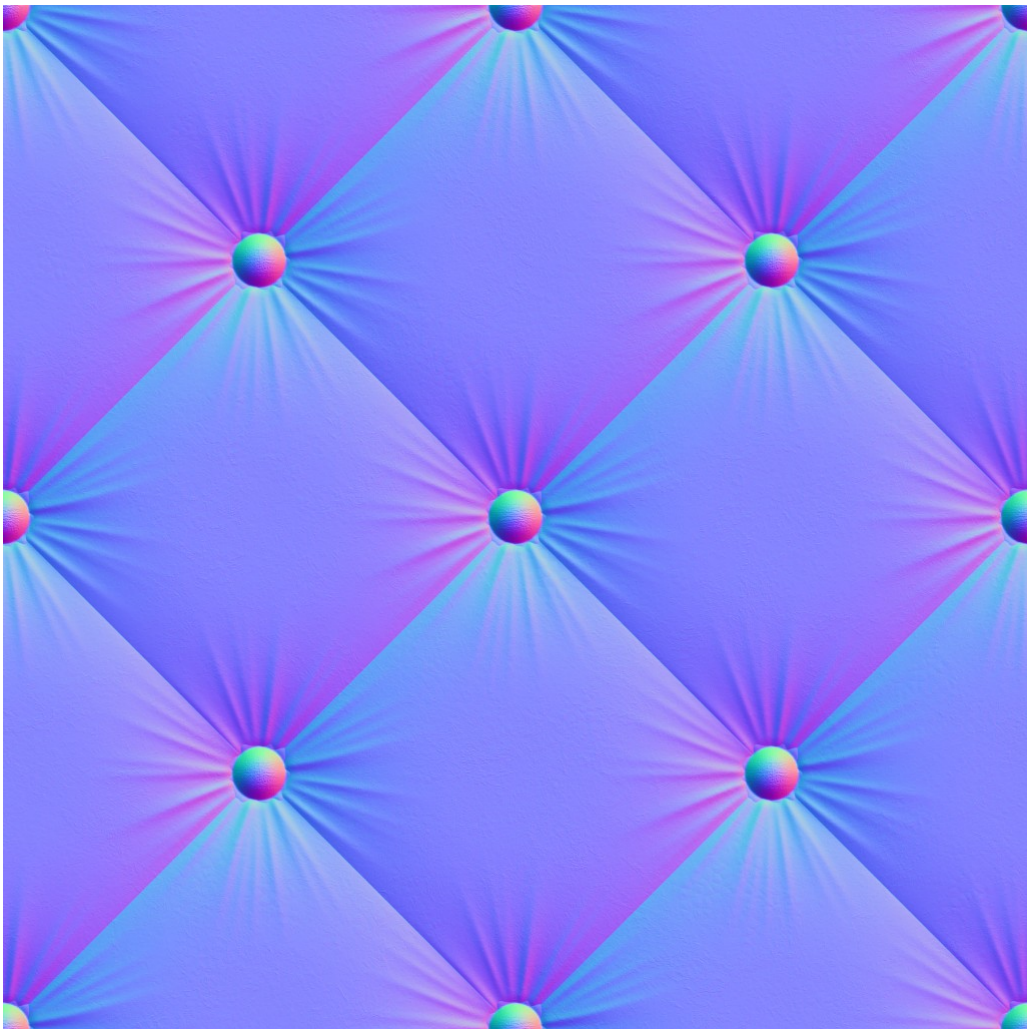

04.05 - Create a mesh wit
localhost/Dev/git/threejs-cookbook/04-material-textures/04.05-create-a-mesh-with-multiple-materials.html

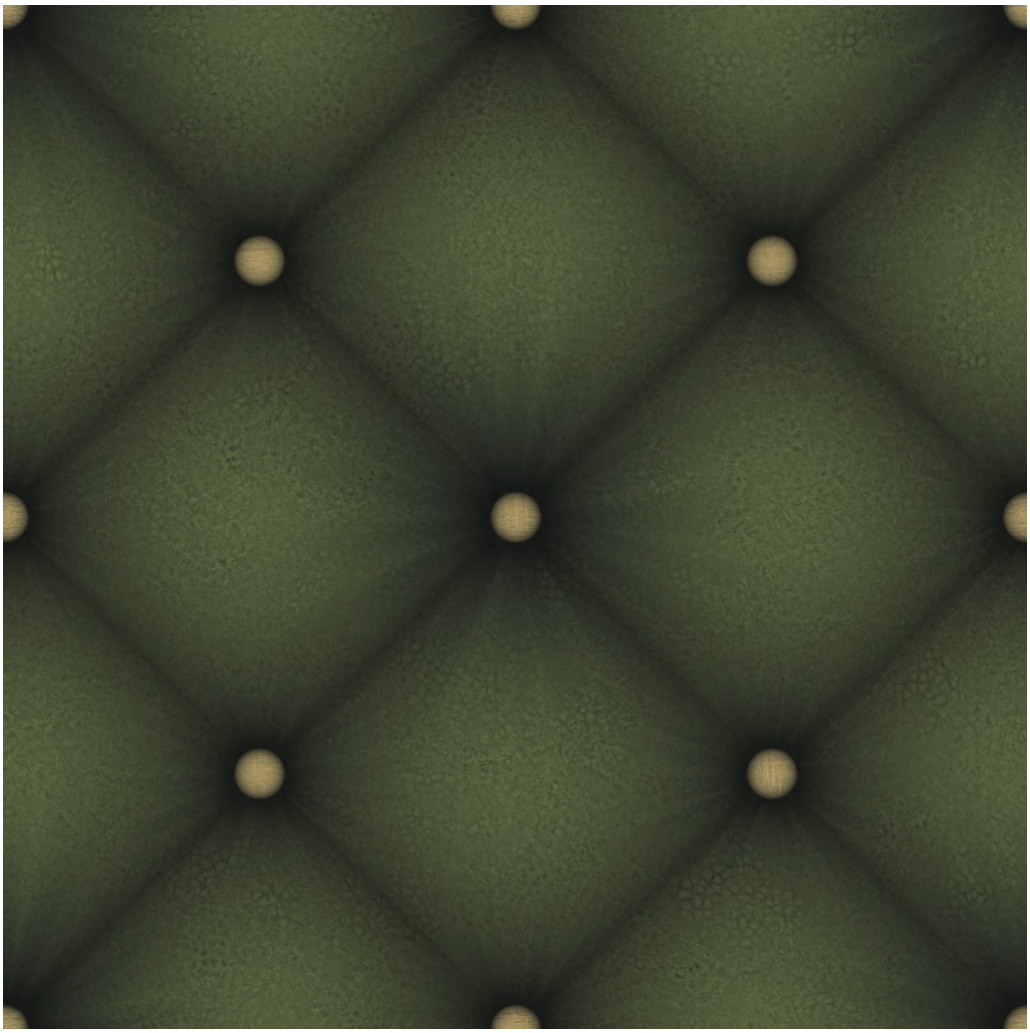

04.04 - HTML video as
localhost/Dev/git/threejs-cookbook/04-material-textures/04.04-use-html-video-as-texture.html
rotationSpeed
0.005
scale
1.8
Close Controls

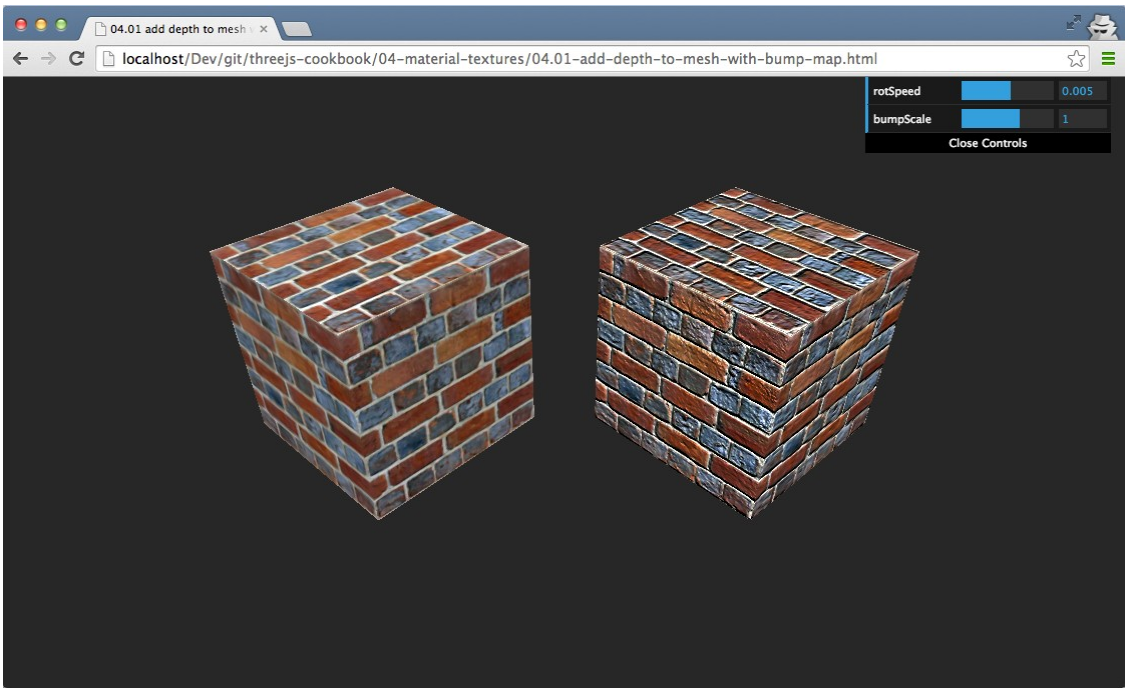

04.03 - HTML canvas as te
localhost/Dev/git/threejs-cookbook/04-material-textures/04.03-use-html-canvas-as-texture.html
rotationSpeed
0.005
scale
1
Close Controls

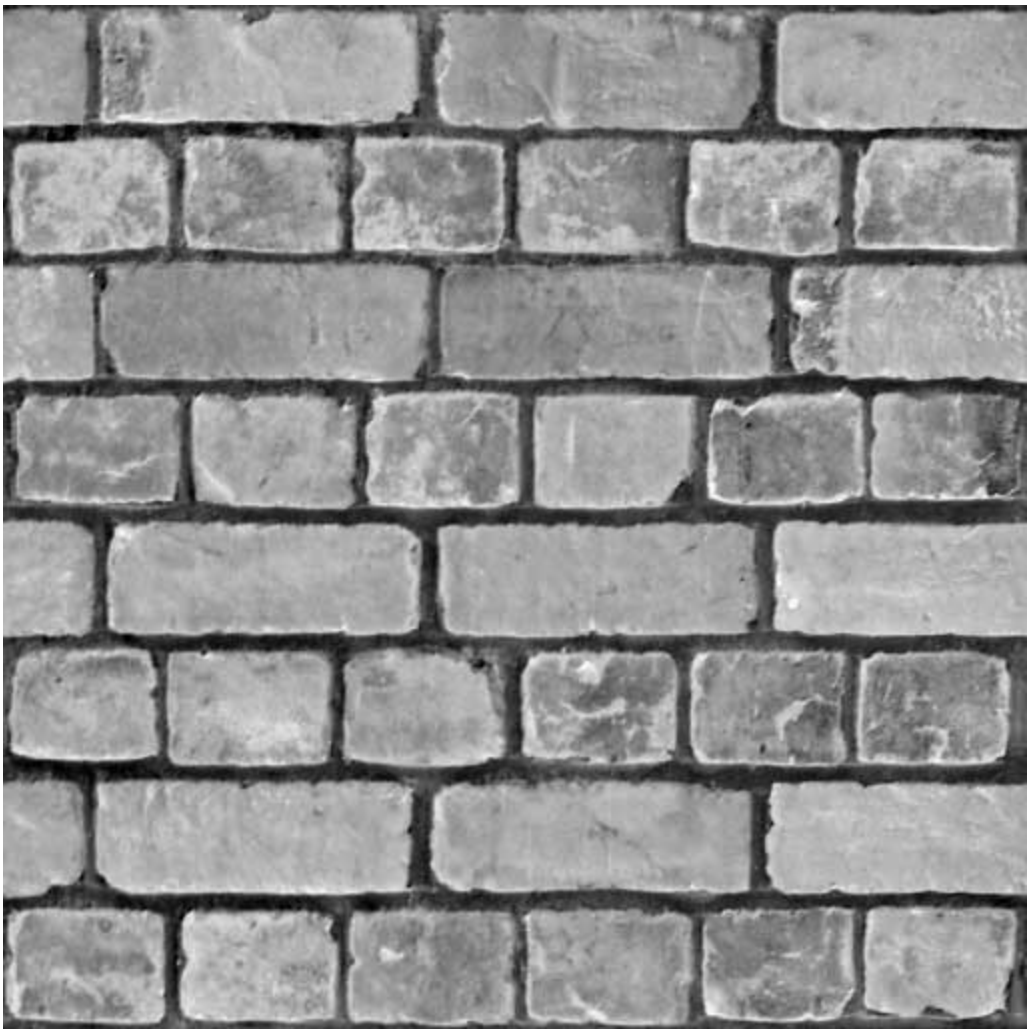

Experiments - Normals
localhost/Dev/git/threejs-cookbook/experiments/normals.html

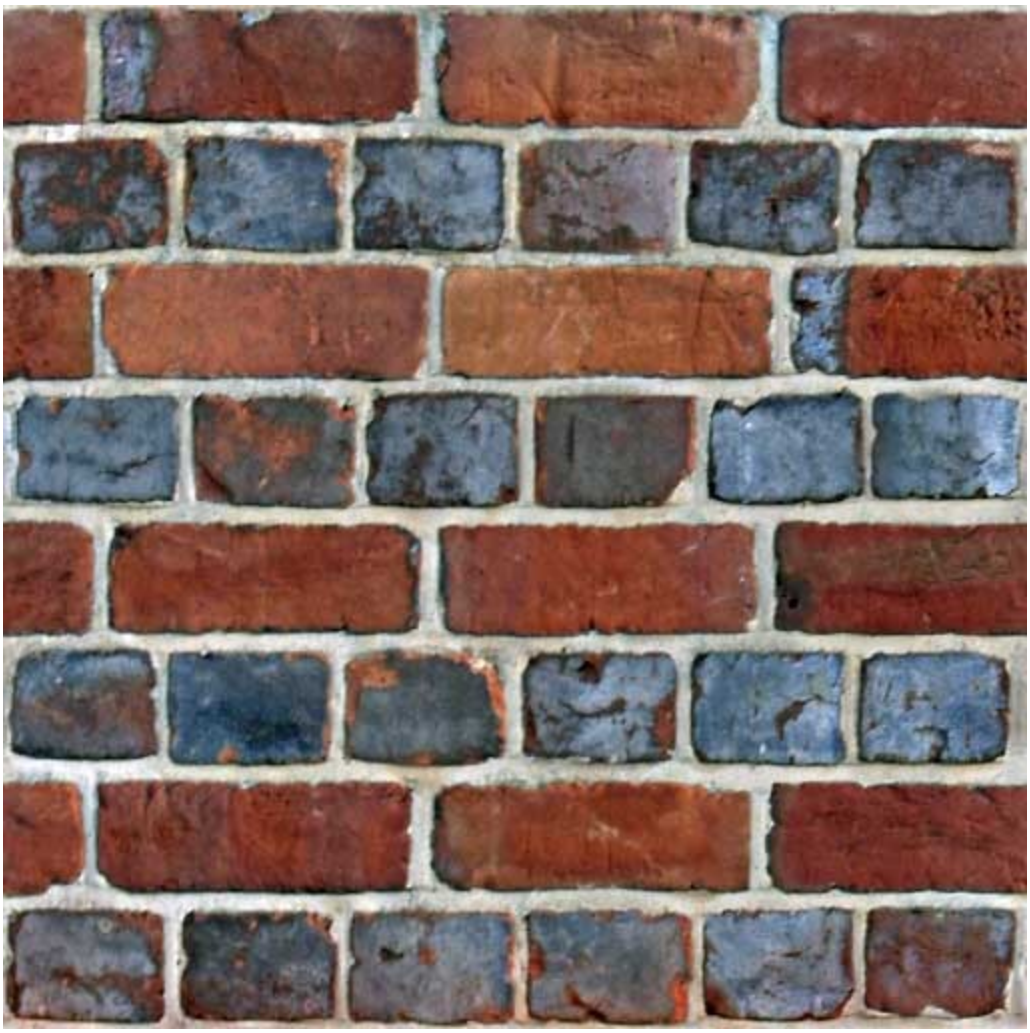

04.02 add depth to mesh
localhost/Dev/git/threejs-cookbook/04-material-textures/04.02-add-depth-to-mesh-with-normal-map.html
rotSpeed
0.005
normalScaleX
1
normalScaleY
1
Close Controls



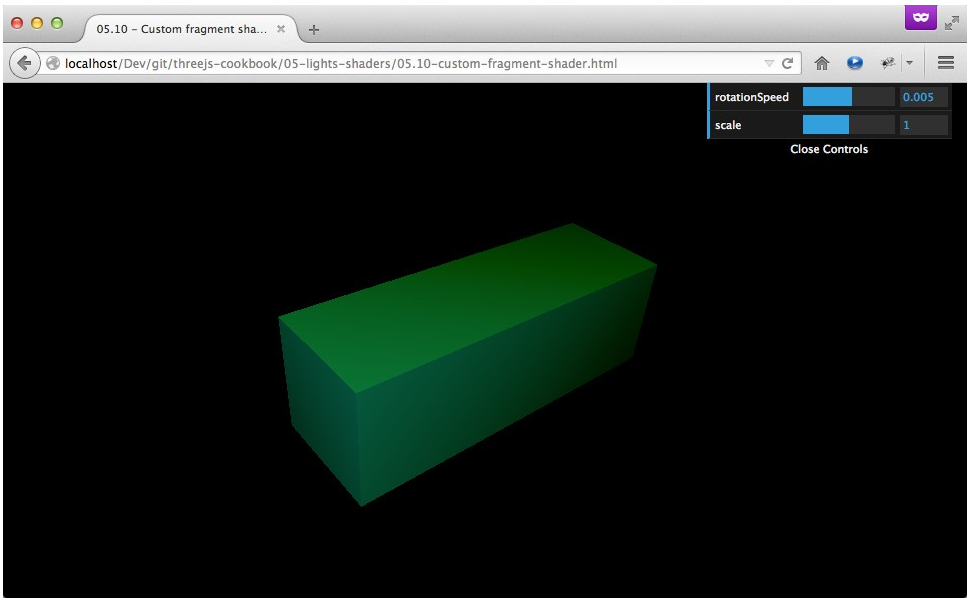


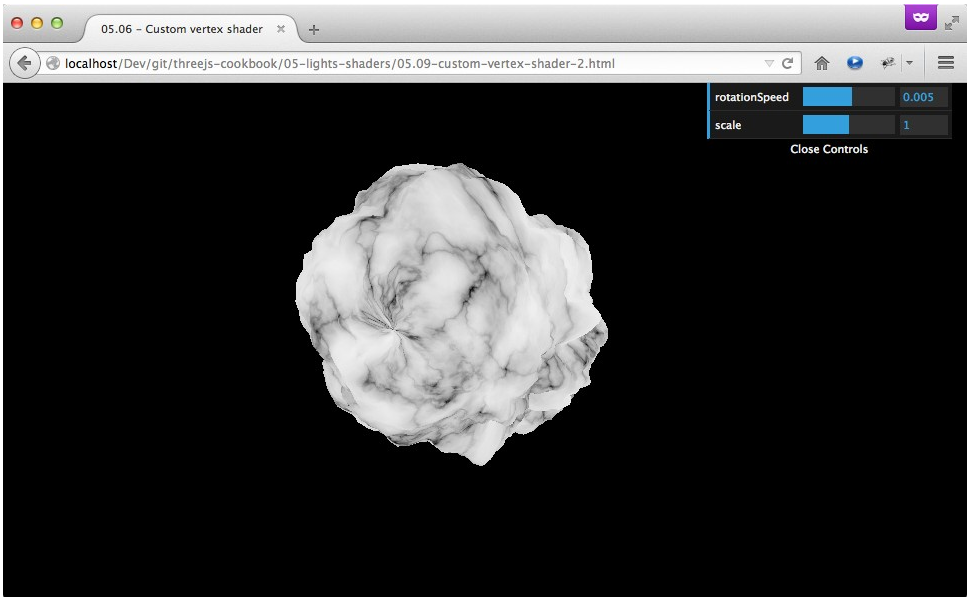

04.01 add depth to mesh
localhost/Dev/git/threejs-cookbook/04-material-textures/04.01-add-depth-to-mesh-with-bump-map.html
rotSpeed
0.005
bumpScale
1
Close Controls

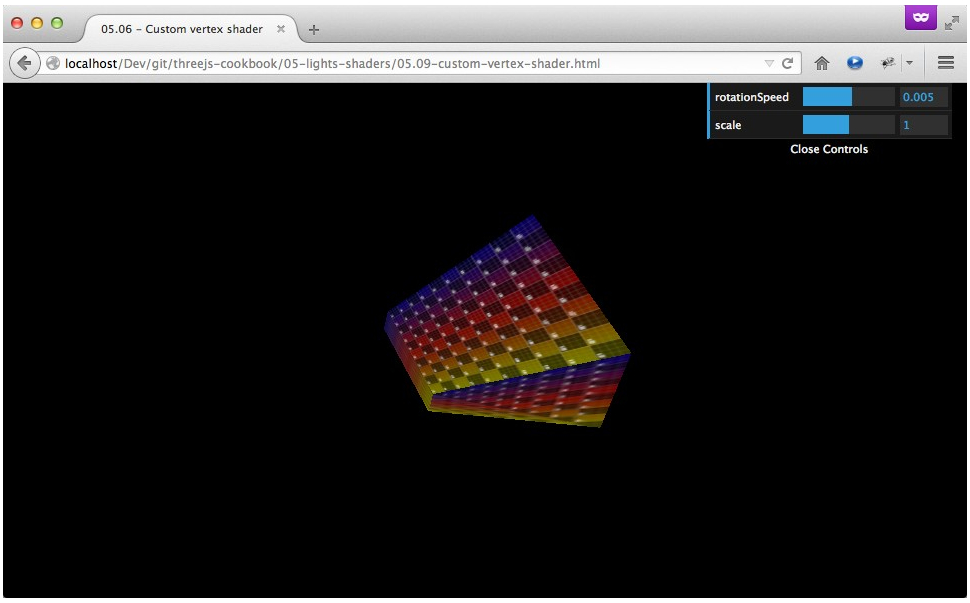


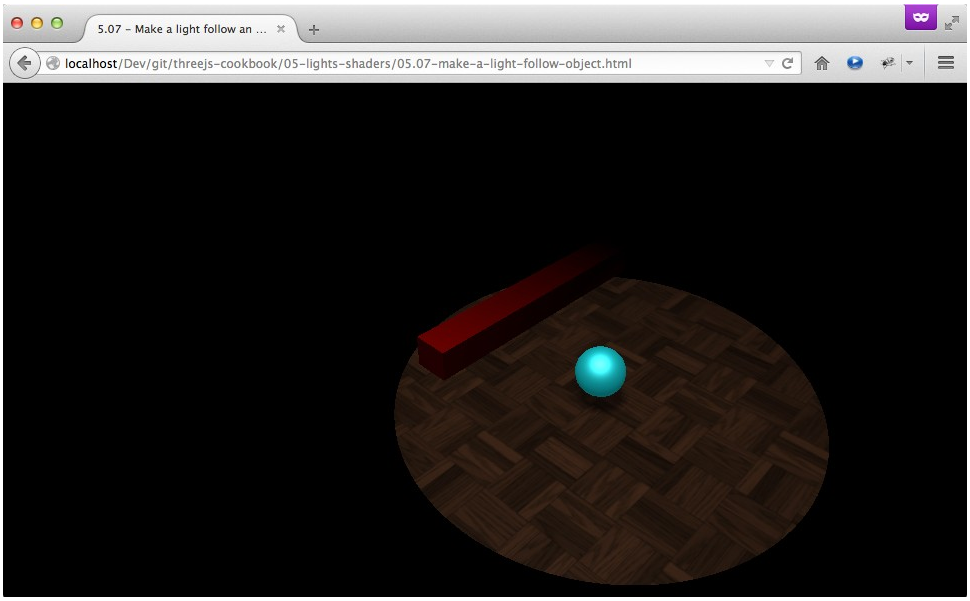


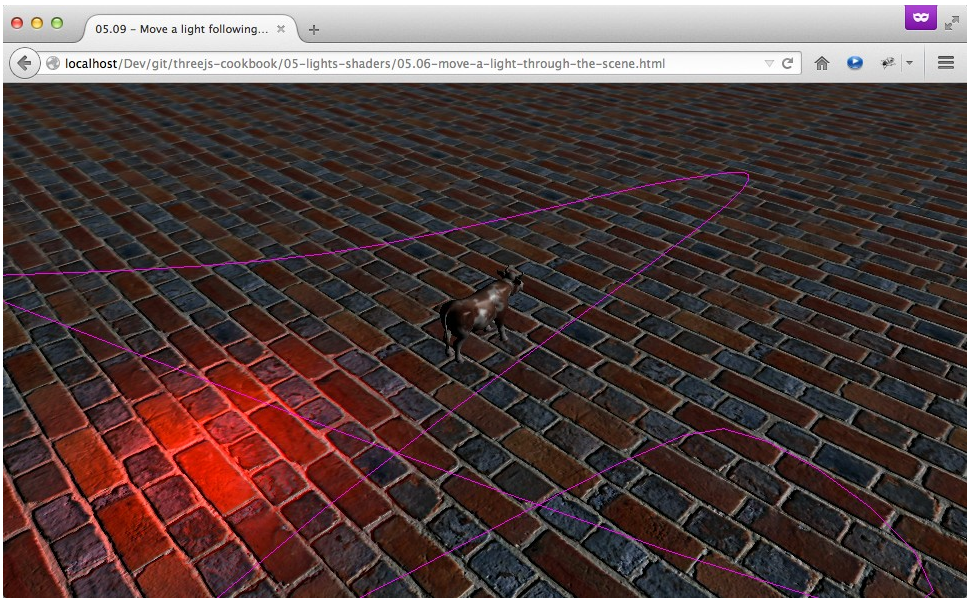
Chapter 5: Lights and Custom Shaders

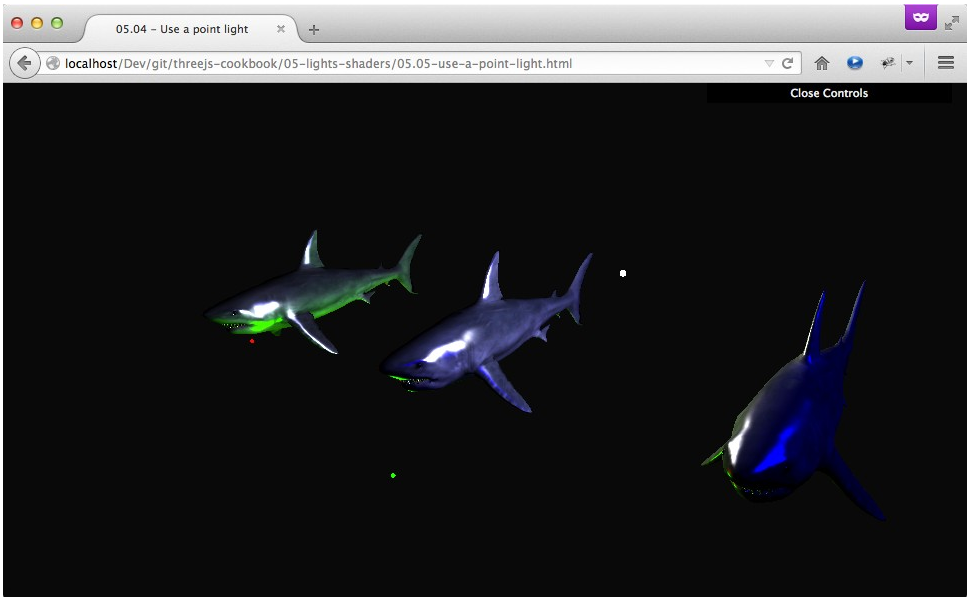

05.10 - Custom fragment sha...
localhost/Dev/git/threejs-cookbook/05-lights-shaders/05.10-custom-fragment-shader.html
rotationSpeed
0.005
scale
1
Close Controls

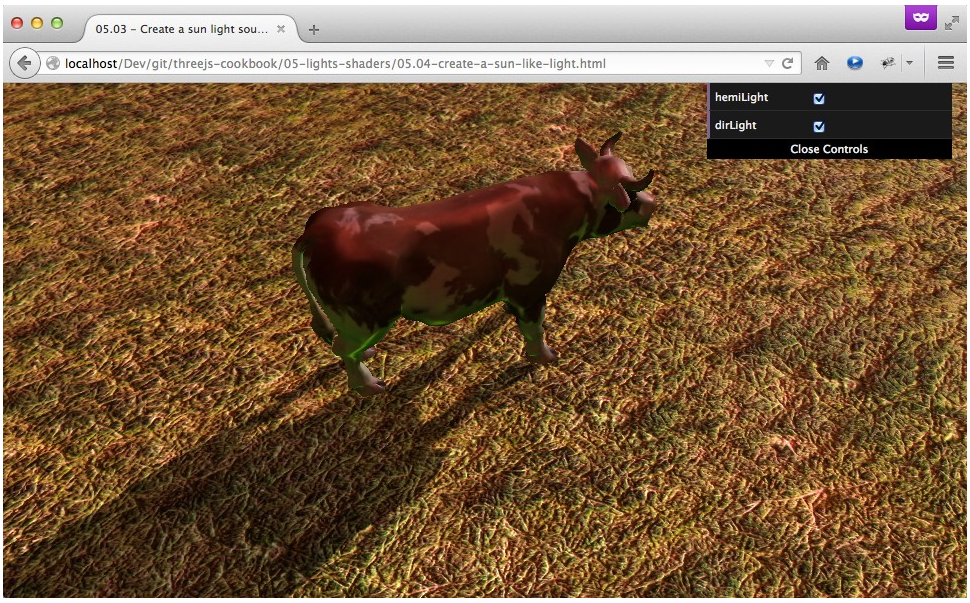

05.06 - Custom vertex shader
localhost/Dev/git/threejs-cookbook/05-lights-shaders/05.09-custom-vertex-shader-2.html
rotationSpeed
0.005
scale
1
Close Controls

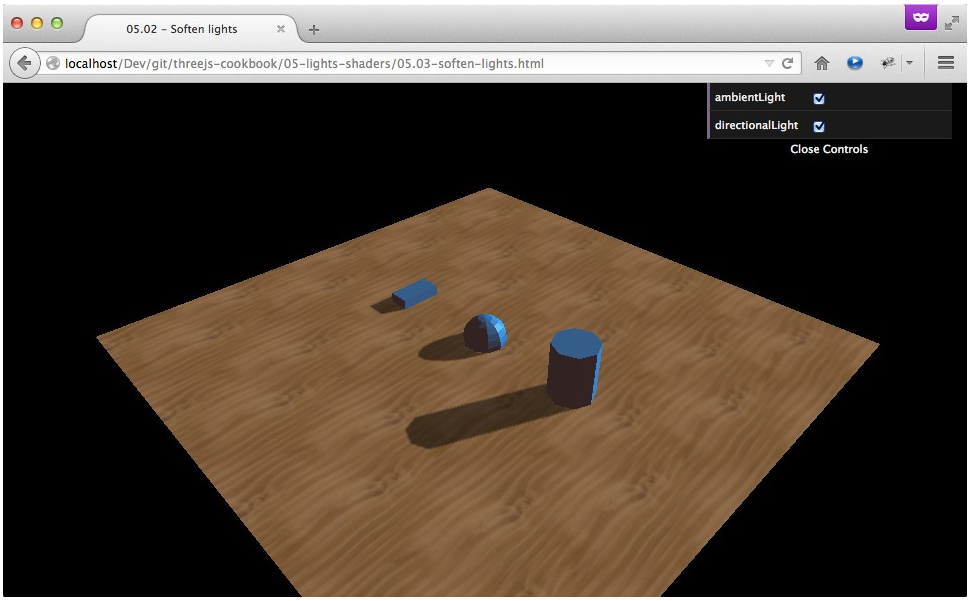

05.06 - Custom vertex shader
localhost/Dev/git/threejs-cookbook/05-lights-shaders/05.09-custom-vertex-shader.html
rotationSpeed
0.005
scale
1
Close Controls

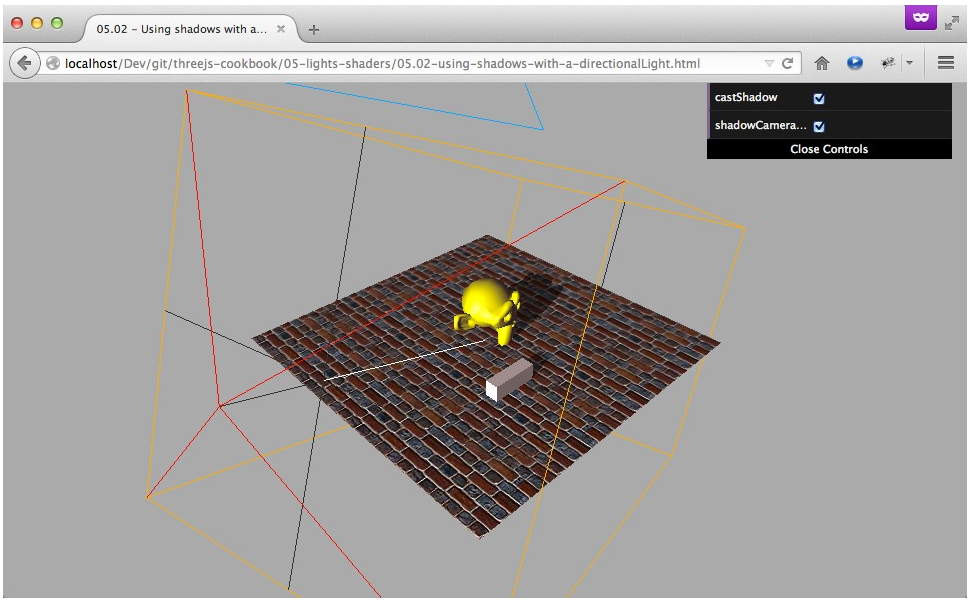

5.07 - Make a light follow an ...
localhost/Dev/git/threejs-cookbook/05-lights-shaders/05.07-make-a-light-follow-object.html

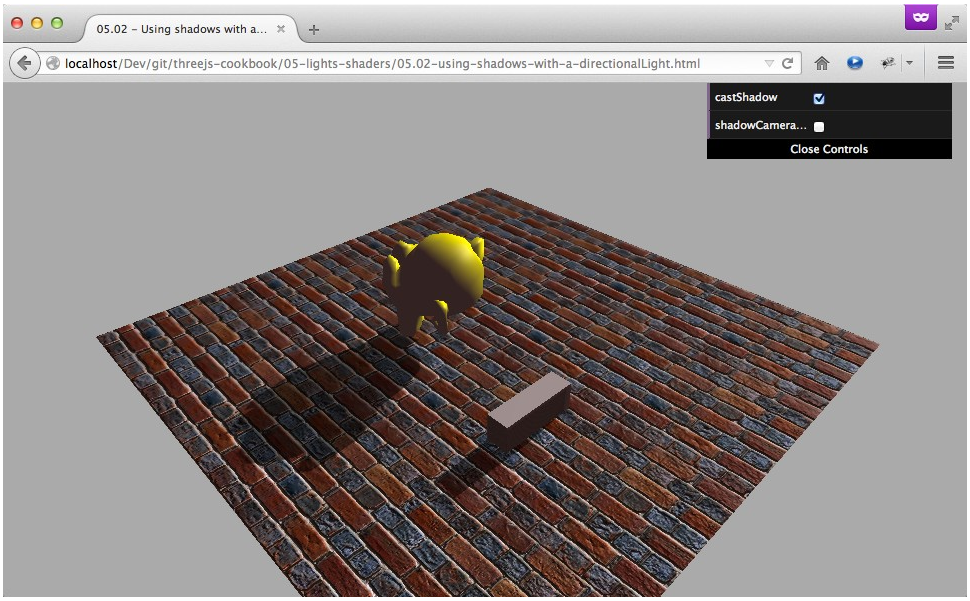

05.09 - Move a light following...
localhost/Dev/git/threejs-cookbook/05-lights-shaders/05.06-move-a-light-through-the-scene.html

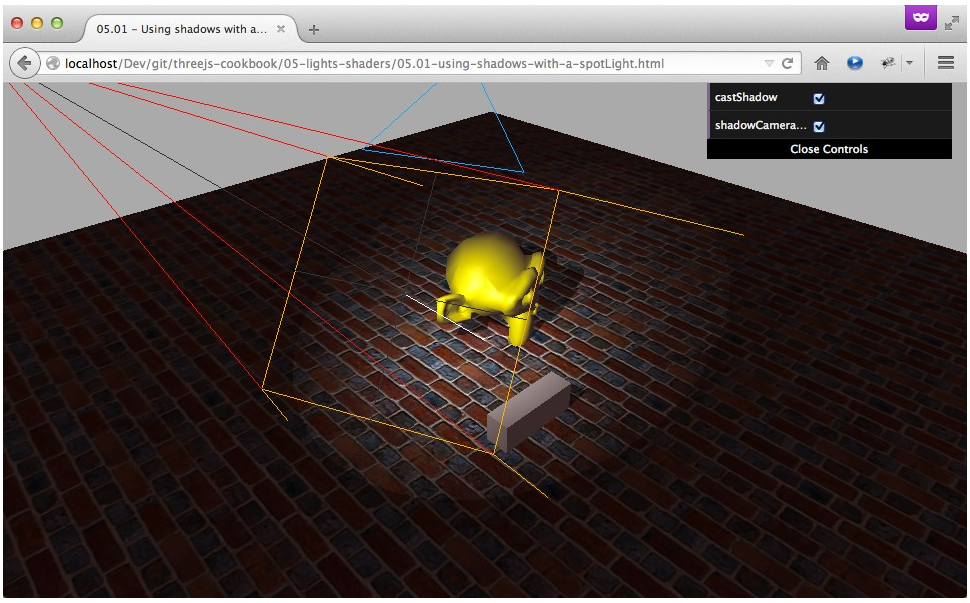

05.04 - Use a point light
localhost/Dev/git/threejs-cookbook/05-lights-shaders/05.05-use-a-point-light.html
Close Controls

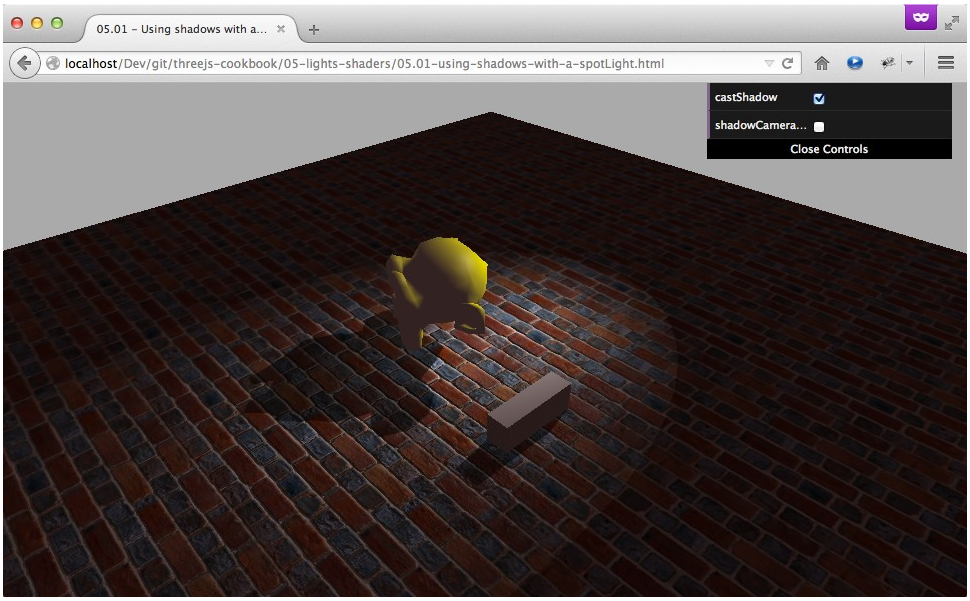

05.03 - Create a sun light sou...
localhost/Dev/git/threejs-cookbook/05-lights-shaders/05.04-create-a-sun-like-light.html
hemiLight
dirLight
Close Controls


05.02 - Soften lights
localhost/Dev/git/threejs-cookbook/05-lights-shaders/05.03-soften-lights.html
ambientLight
directionalLight
Close Controls


05.02 - Using shadows with a...
localhost/Dev/git/threejs-cookbook/05-lights-shaders/05.02-using-shadows-with-a-directionalLight.html
castShadow
shadowCamera...
Close Controls

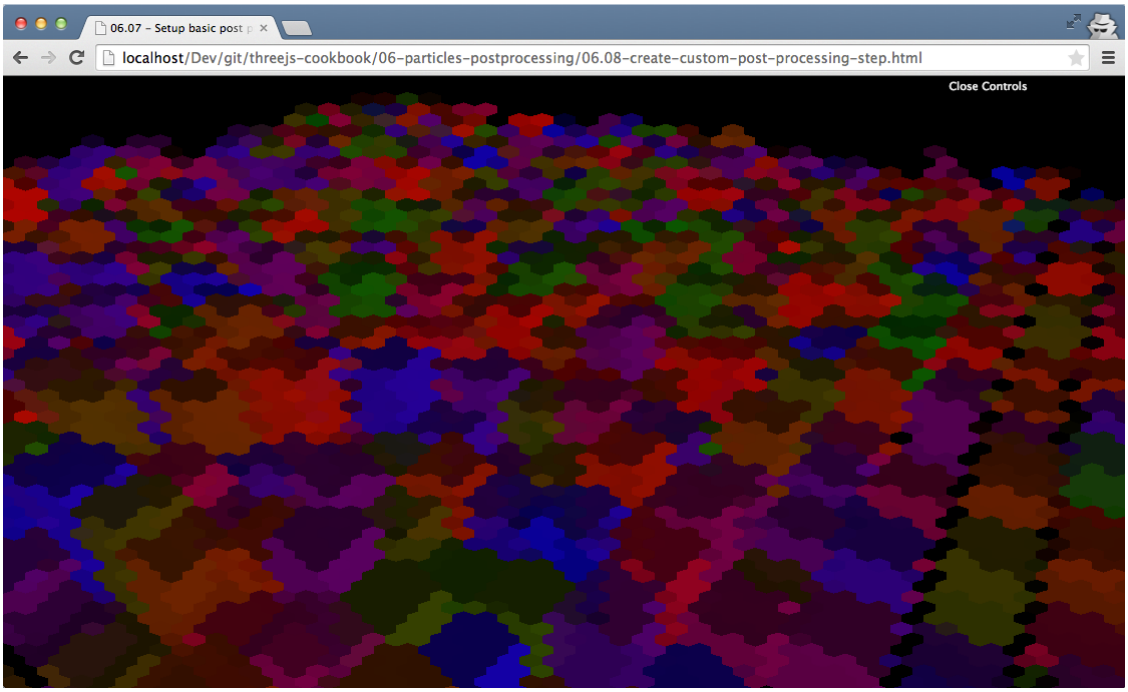

05.02 - Using shadows with a...
localhost/Dev/git/threejs-cookbook/05-lights-shaders/05.02-using-shadows-with-a-directionalLight.html
castShadow
shadowCamera...
Close Controls

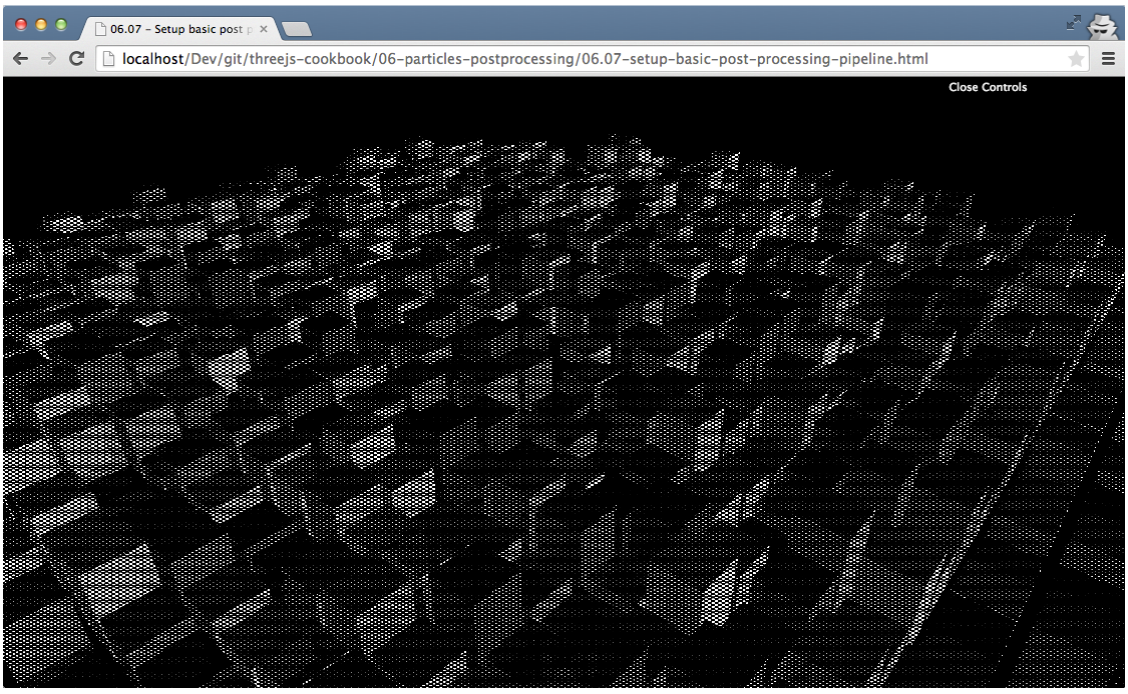


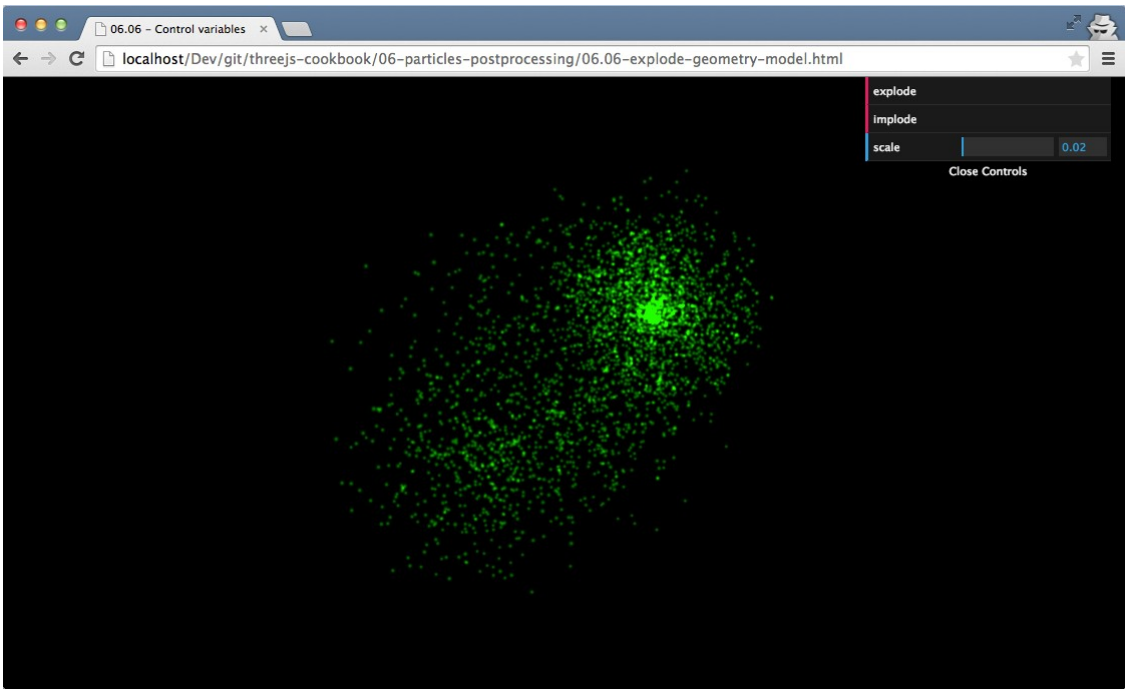


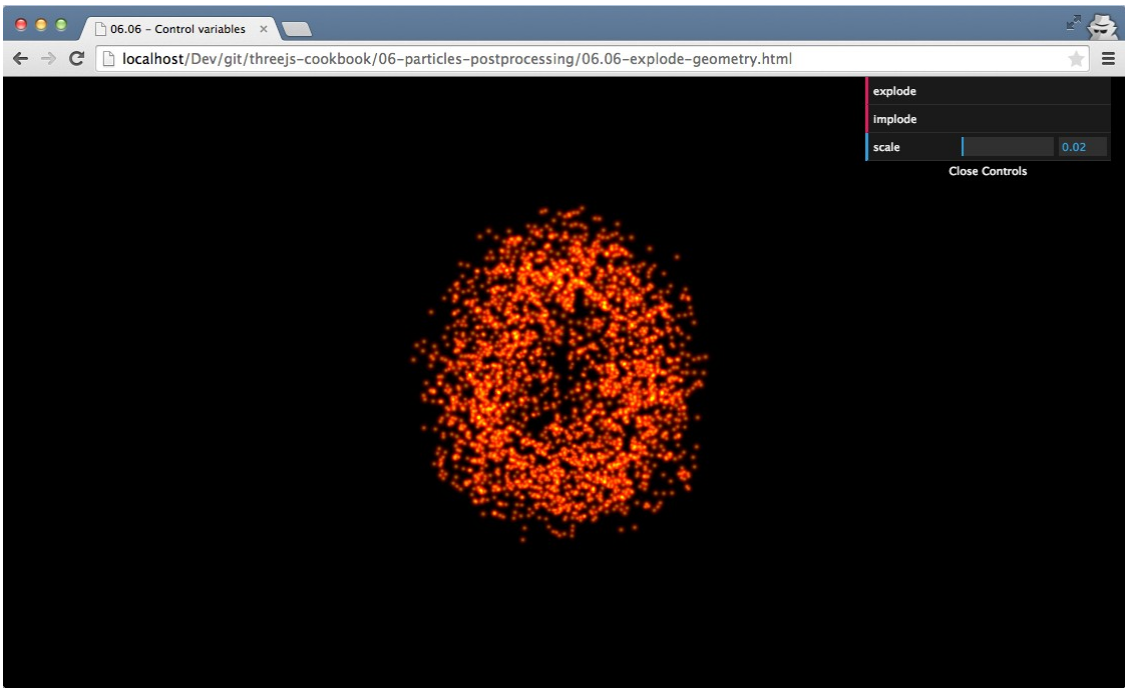
Chapter 6: Point Clouds and Postprocessing

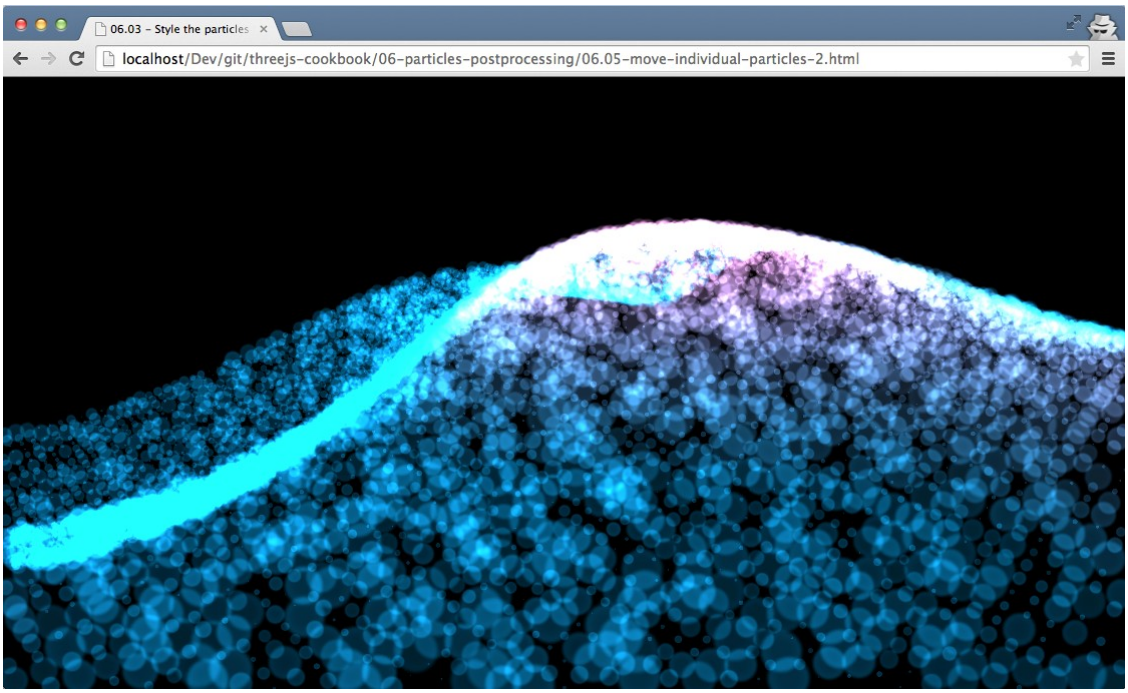
01.07 - Control variables
localhost/Dev/git/threejs-cookbook/06-particles-postprocessing/06.09-save-webgl-output.html
rotat...
scale
Close Controls

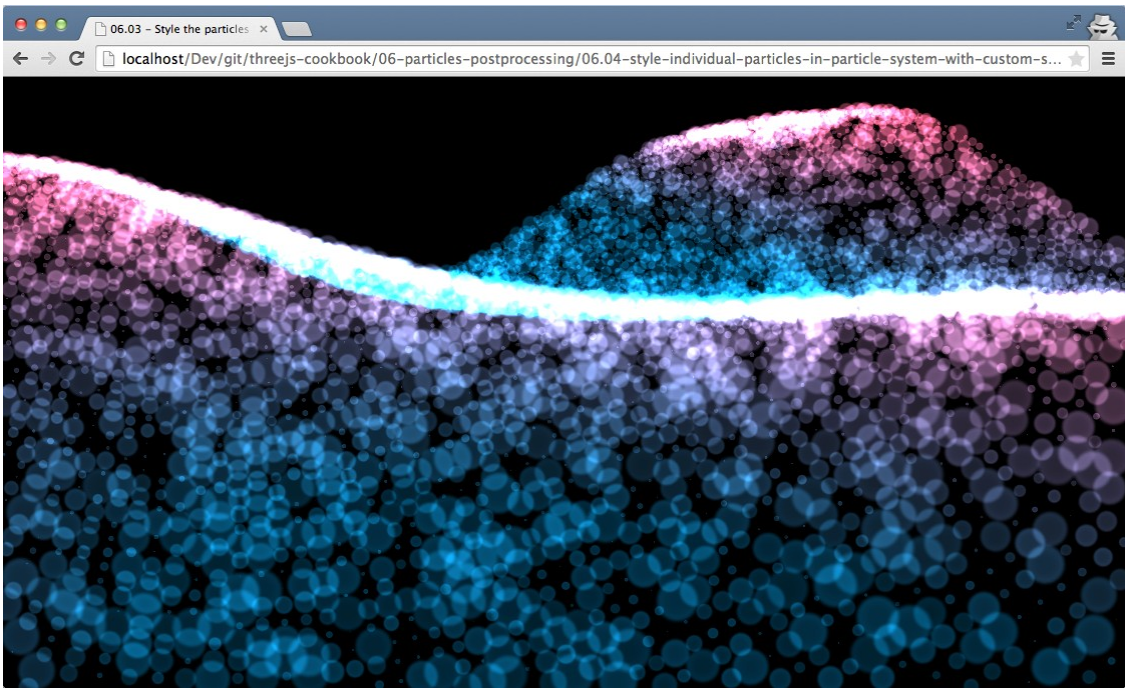

06.07 - Setup basic post
localhost/Dev/git/threejs-cookbook/06-particles-postprocessing/06.08-create-custom-post-processing-step.html
Close Controls

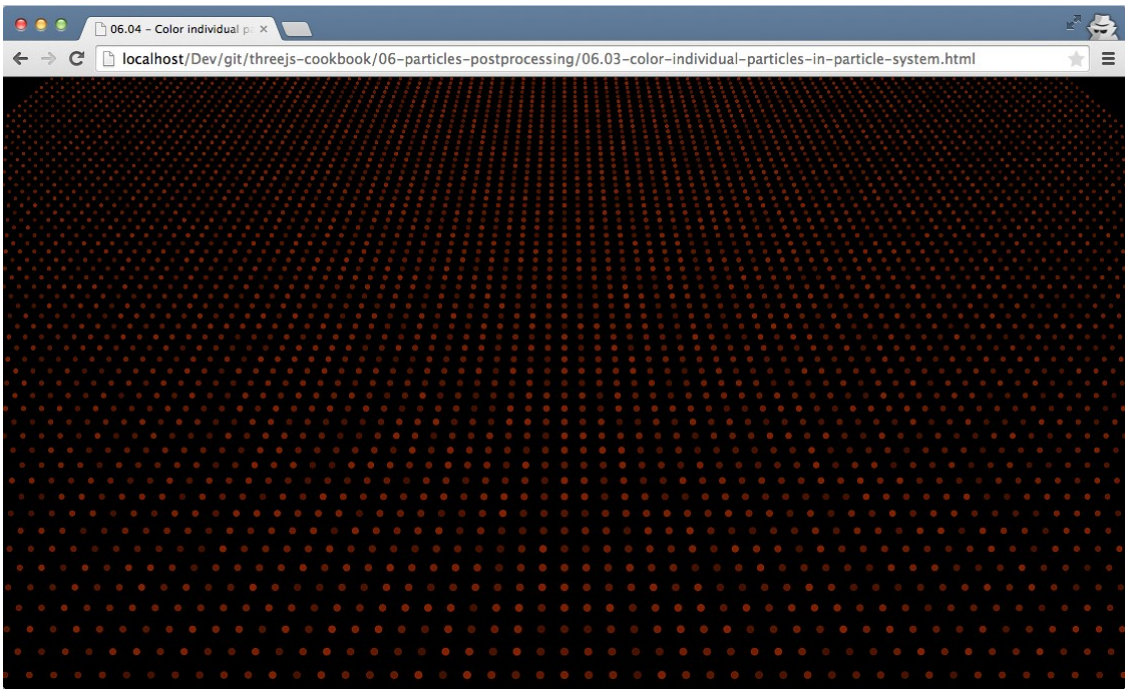

06.07 - Setup basic post
localhost/Dev/git/threejs-cookbook/06-particles-postprocessing/06.07-setup-basic-post-processing-pipeline.html
Close Controls

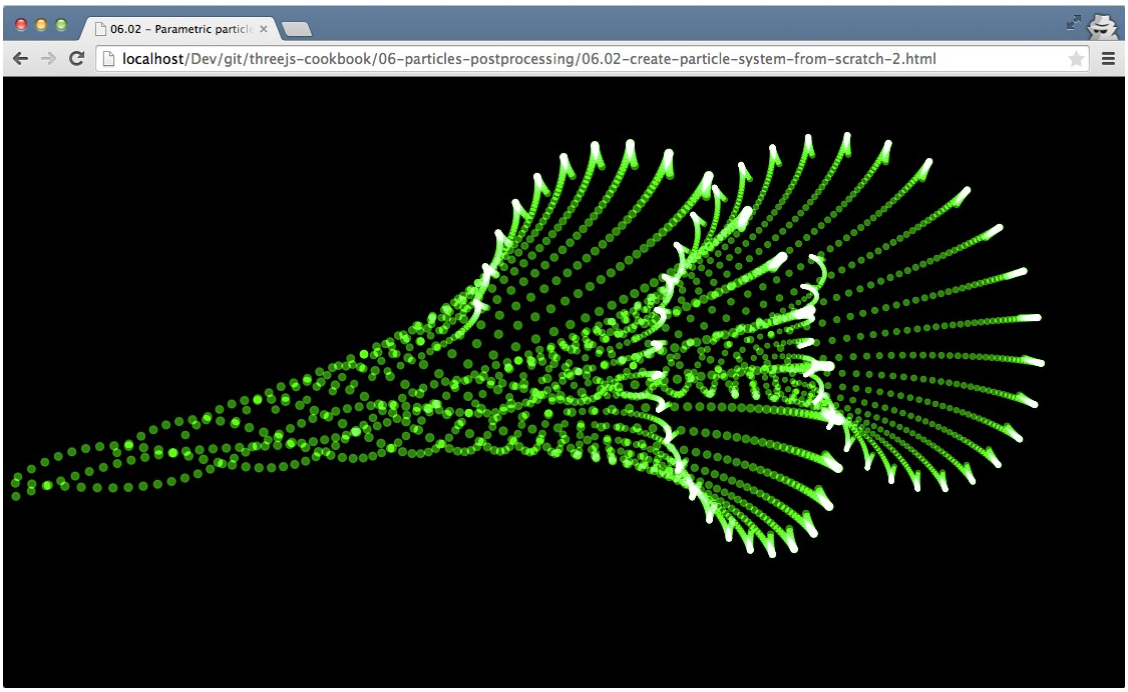

06.06 - Control variables
localhost/Dev/git/threejs-cookbook/06-particles-postprocessing/06.06-explode-geometry-model.html
explode
implode
scale
0.02
Close Controls

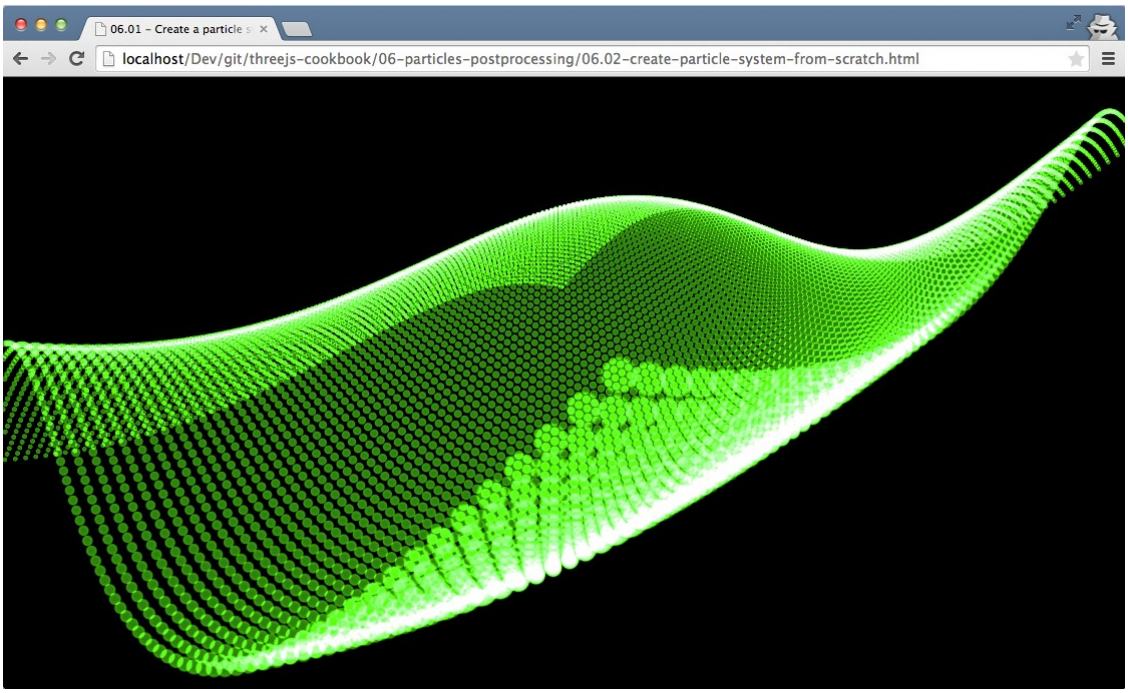

06.06 - Control variables
localhost/Dev/git/threejs-cookbook/06-particles-postprocessing/06.06-explode-geometry.html
explode
implode
scale
0.02
Close Controls

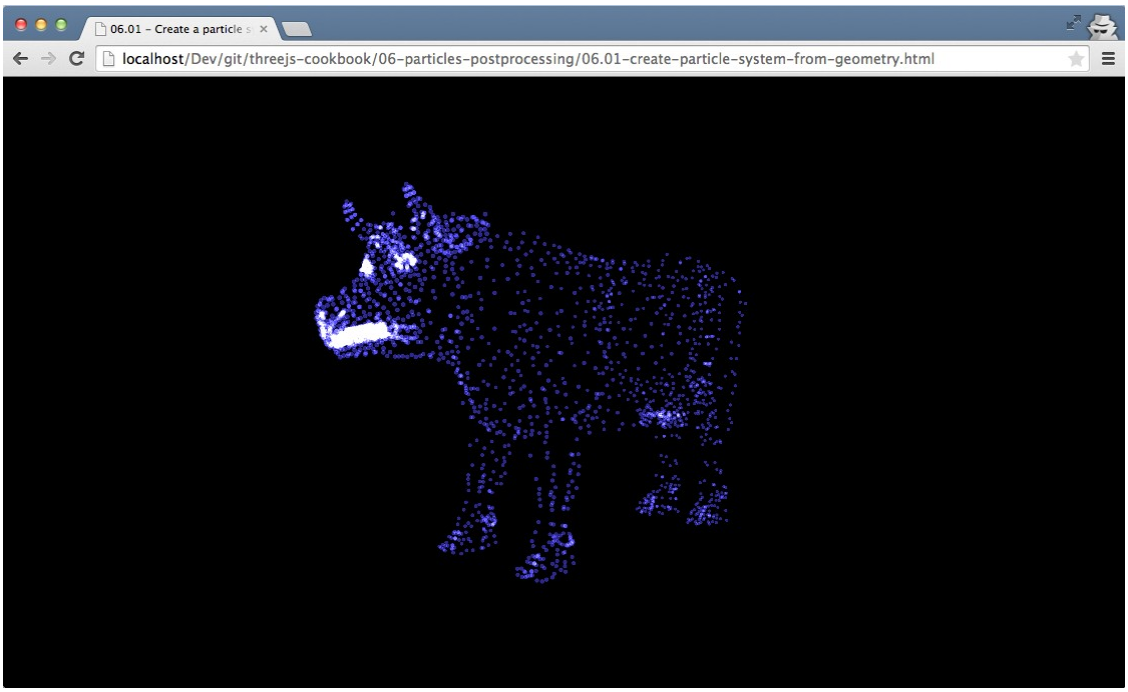

06.03 - Style the particles
localhost/Dev/git/threejs-cookbook/06-particles-postprocessing/06.05-move-individual-particles-2.html


06.03 - Style the particles
localhost/Dev/git/threejs-cookbook/06-particles-postprocessing/06.04-style-individual-particles-in-particle-system-with-custom-s...

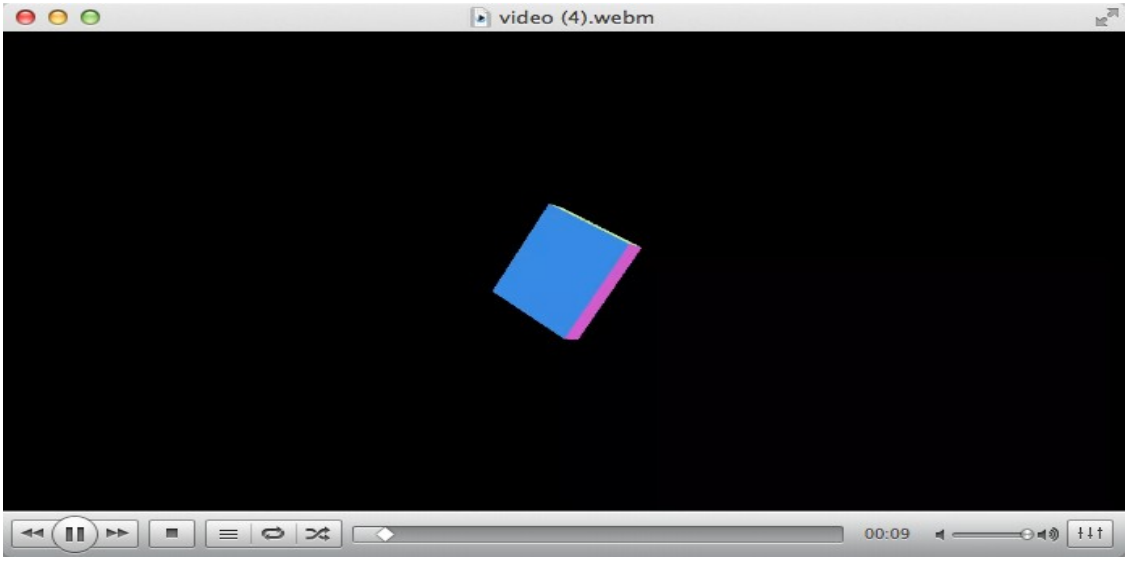

06.04 - Color individual p
localhost/Dev/git/threejs-cookbook/06-particles-postprocessing/06.03-color-individual-particles-in-particle-system.html

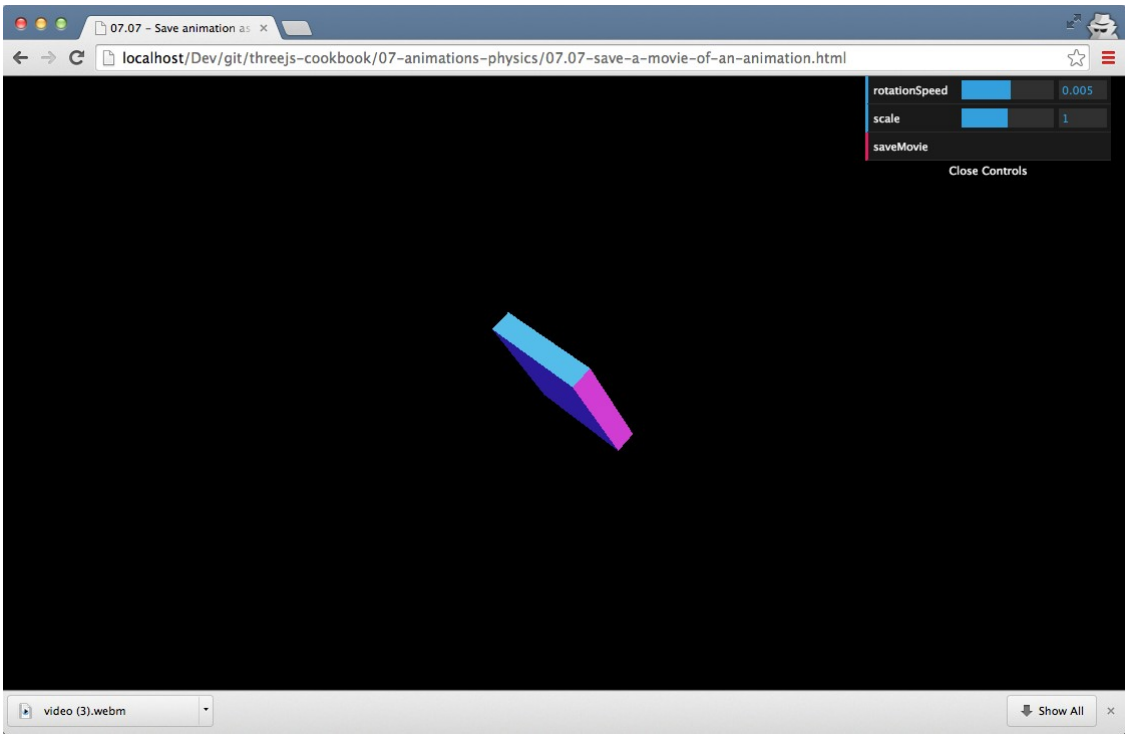

06.02 - Parametric particl
localhost/Dev/git/threejs-cookbook/06-particles-postprocessing/06.02-create-particle-system-from-scratch-2.html

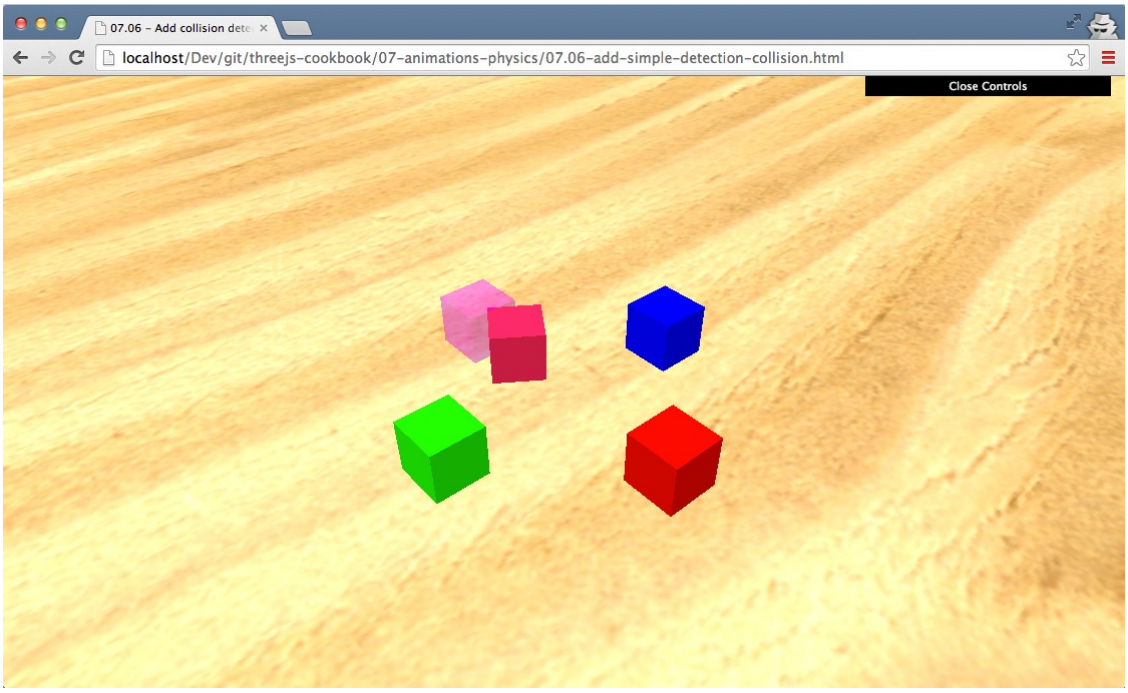

06.01 - Create a particle s
localhost/Dev/git/threejs-cookbook/06-particles-postprocessing/06.02-create-particle-system-from-scratch.html

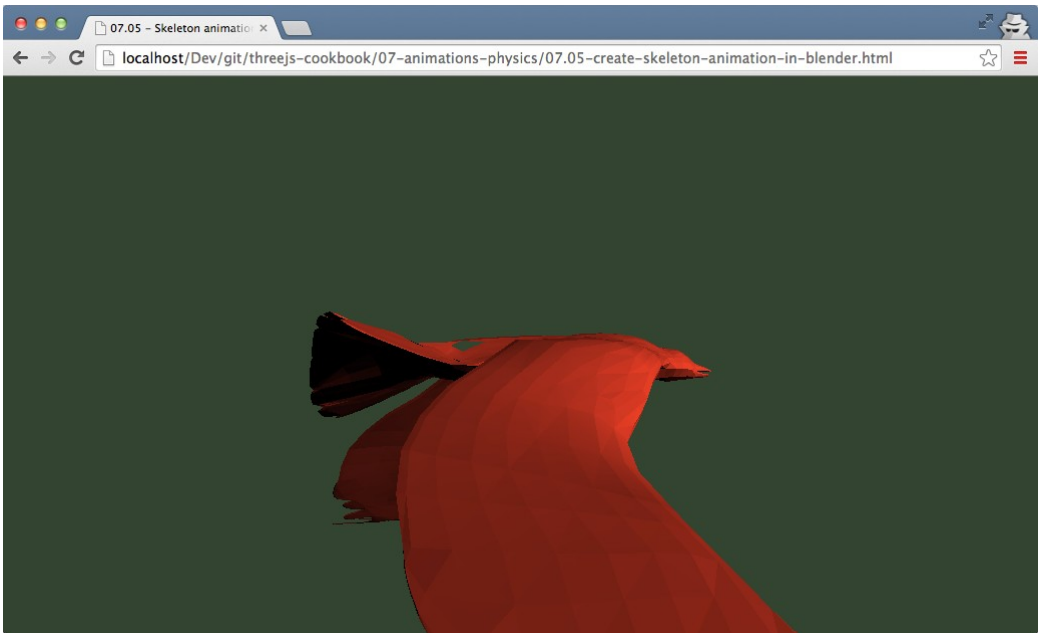


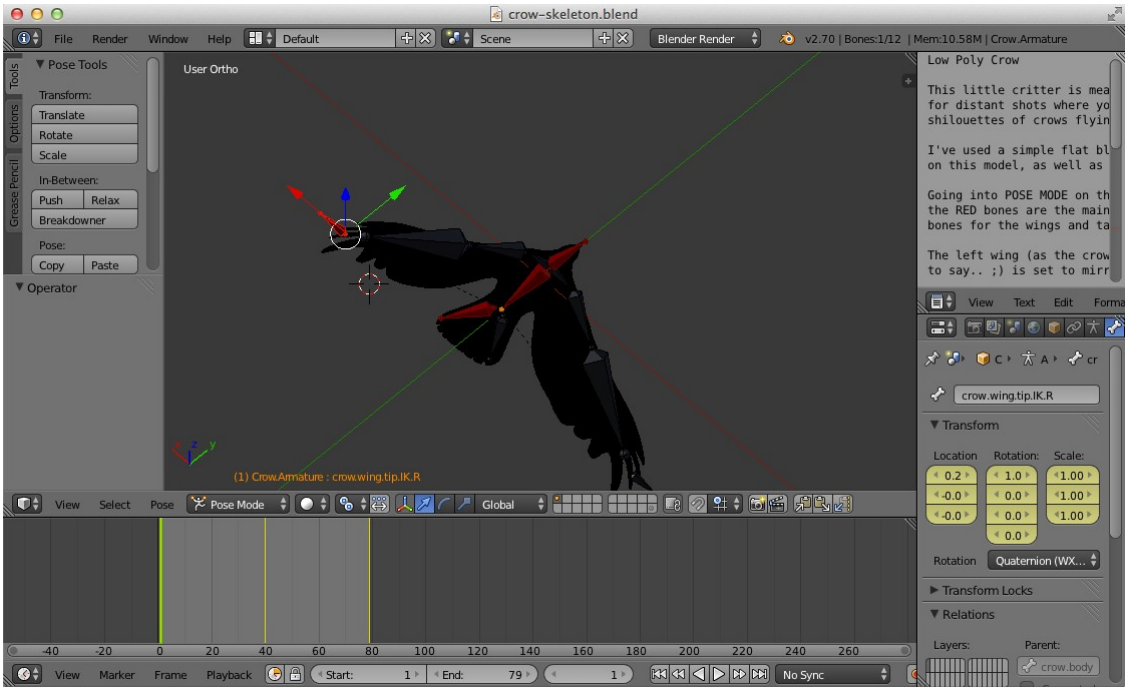
Chapter 7: Animation and Physics

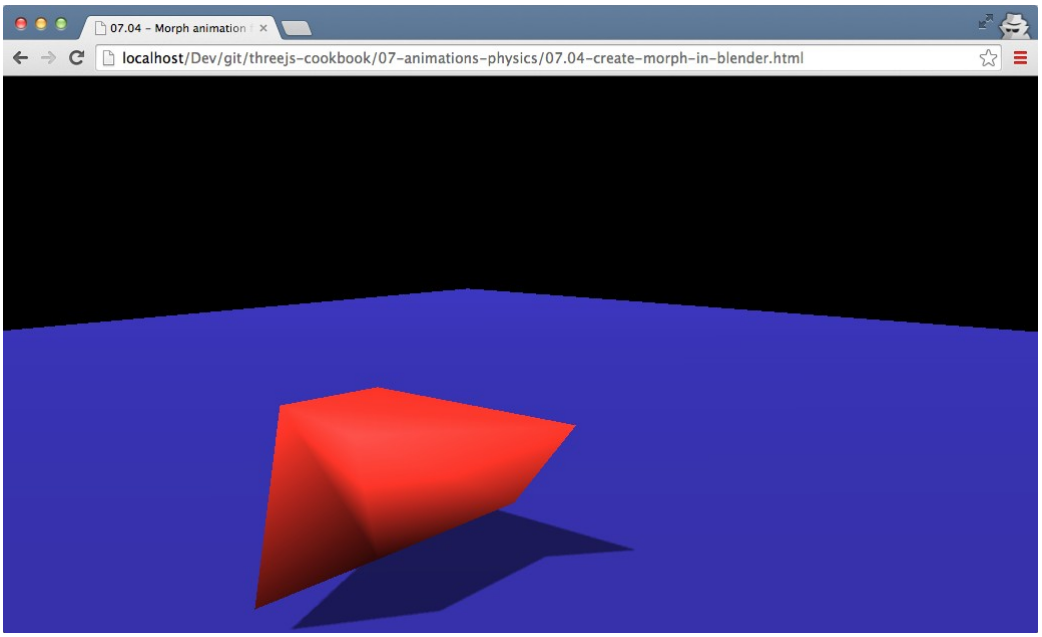


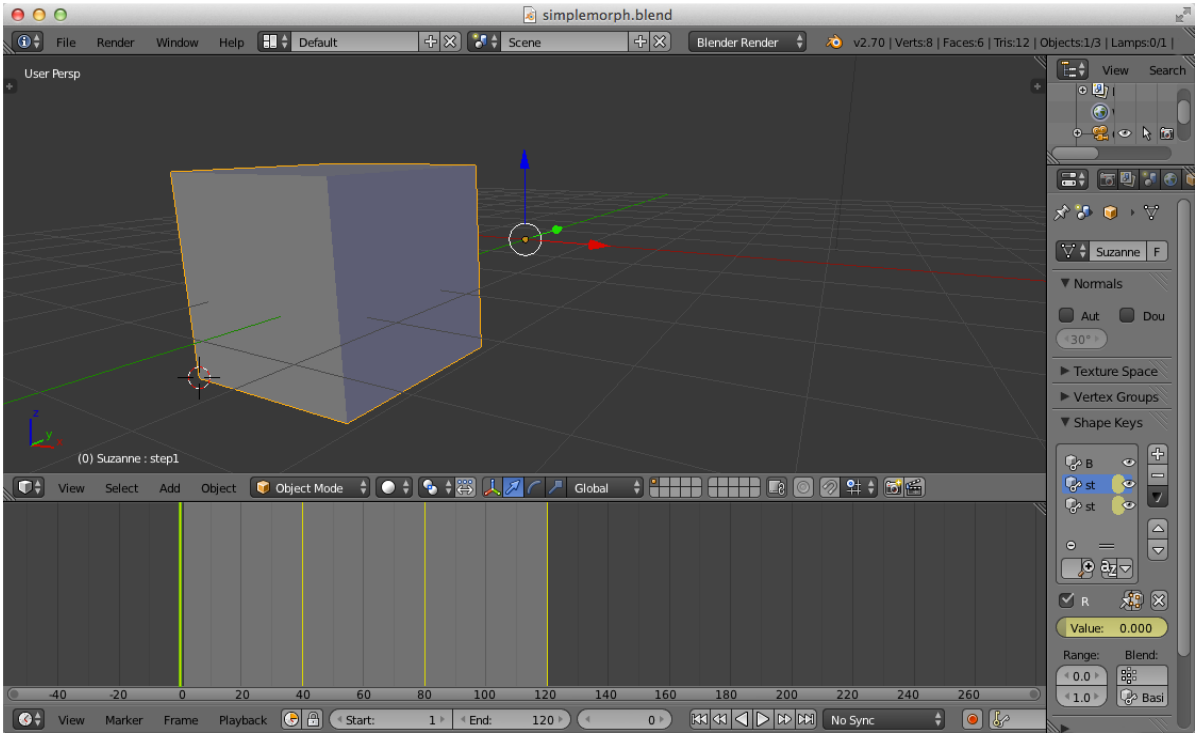

07.07 - Save animation as
localhost/Dev/git/threejs-cookbook/07-animations-physics/07.07-save-a-movie-of-an-animation.html
rotationSpeed
0.005
scale
1
saveMovie
Close Controls
video (3).webm
Show All

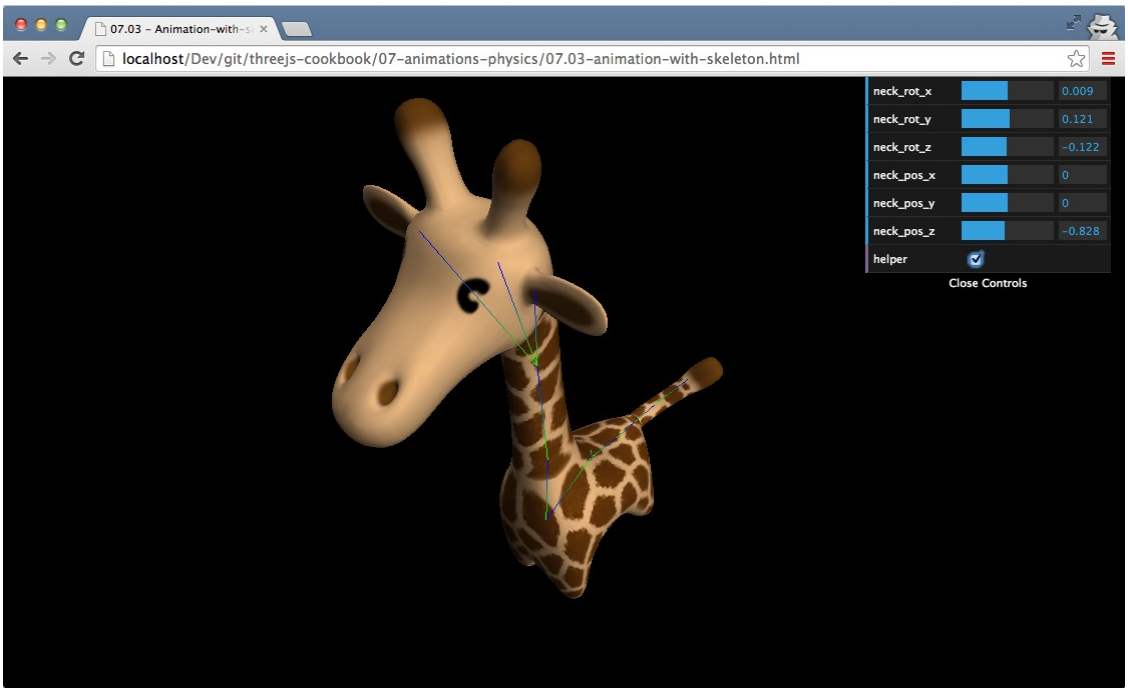

07.06 - Add collision dete
localhost/Dev/git/threejs-cookbook/07-animations-physics/07.06-add-simple-detection-collision.html
Close Controls

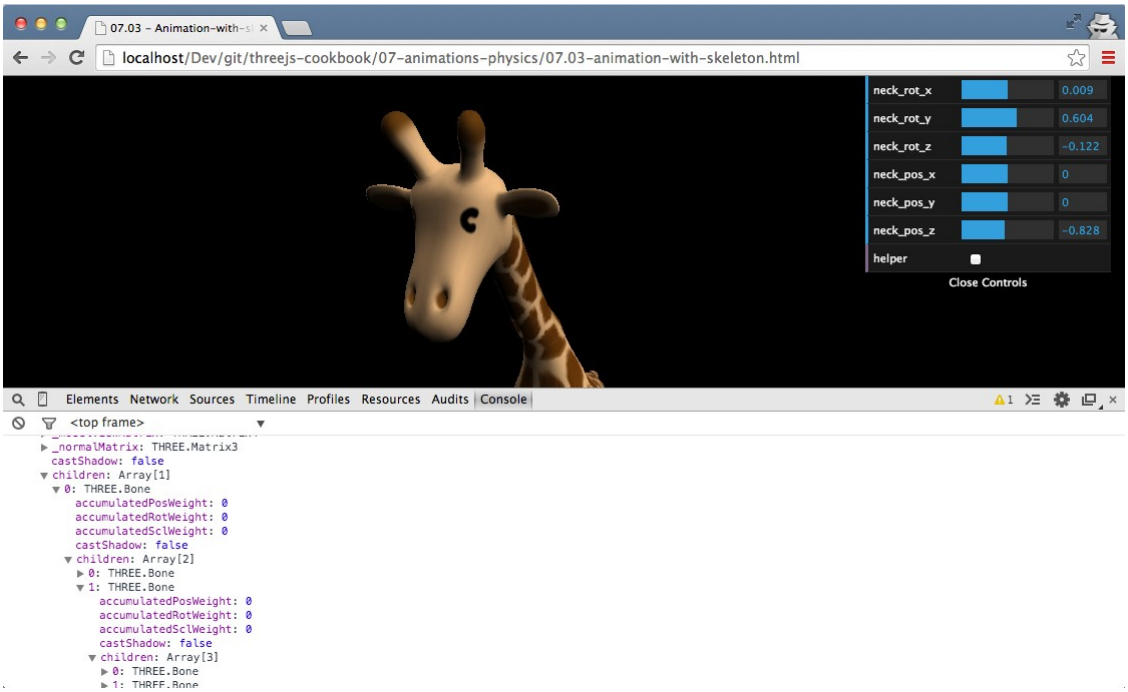

07.05 - Skeleton animatio
localhost/Dev/git/threejs-cookbook/07-animations-physics/07.05-create-skeleton-animation-in-blender.html

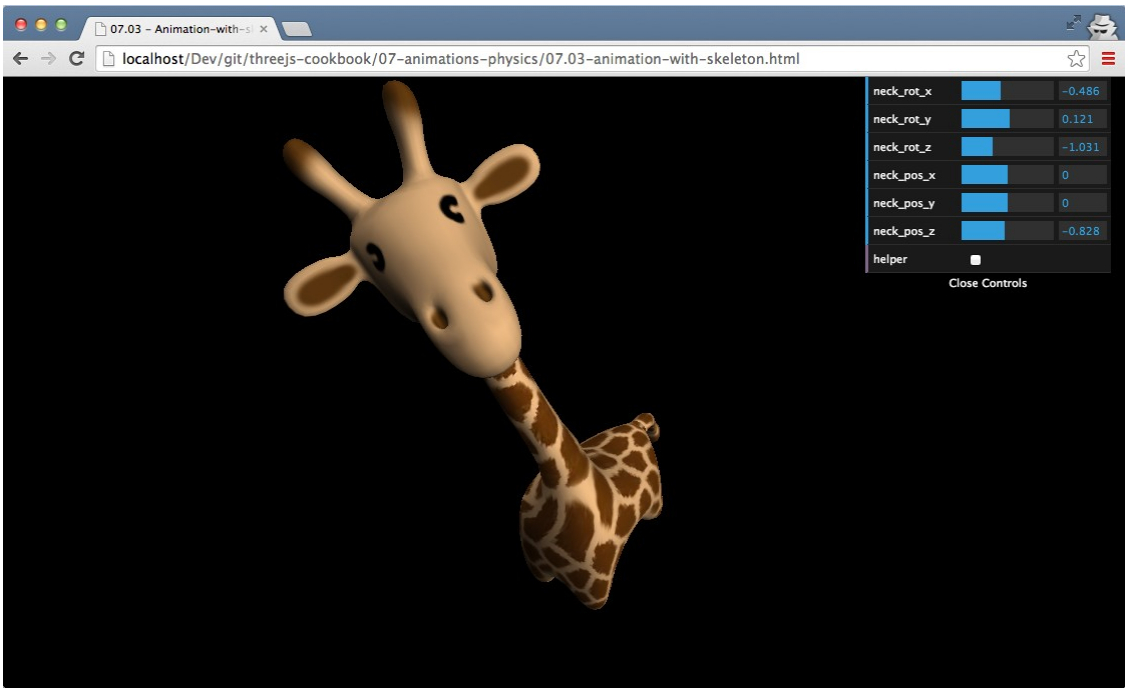

crow-skeleton.blend
File Render Window Help
Default
Scene
Blender Render
v2.70 | Bones:1/12 | Mem:10.58M | Crow.Armature
Pose Tools
Transform:
Translate
Rotate
Scale
In-Between:
Push
Relax
Breakdowner
Pose:
Copy
Paste
Operator
User Ortho
(1) Crow.Armature : crow.wing.tip.IK.R
View Select Pose
Pose Mode
Global
View Marker Frame Playback
Start: 1
End: 79
No Sync
Low Poly Crow
This little critter is mea
for distant shots where yo
shilouettes of crows flyin
I've used a simple flat bl
on this model, as well as
Going into POSE MODE on th
the RED bones are the main
bones for the wings and ta
The left wing (as the crow
to say.. ;) is set to mirr
View Text Edit
crow.wing.tip.IK.R
Transform
Location
Rotation:
Scale:
Rotation
Quaternion (WX...
Transform Locks
Relations
Layers:
Parent:
crow.body

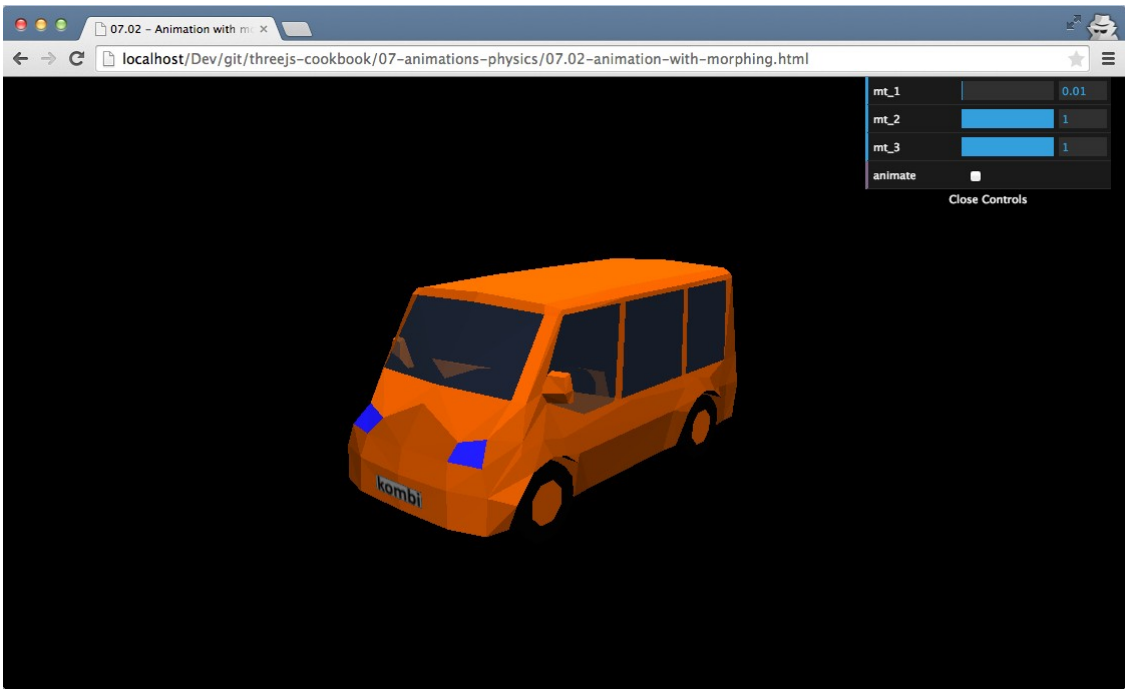

07.04 - Morph animation
localhost/Dev/git/threejs-cookbook/07-animations-physics/07.04-create-morph-in-blender.html

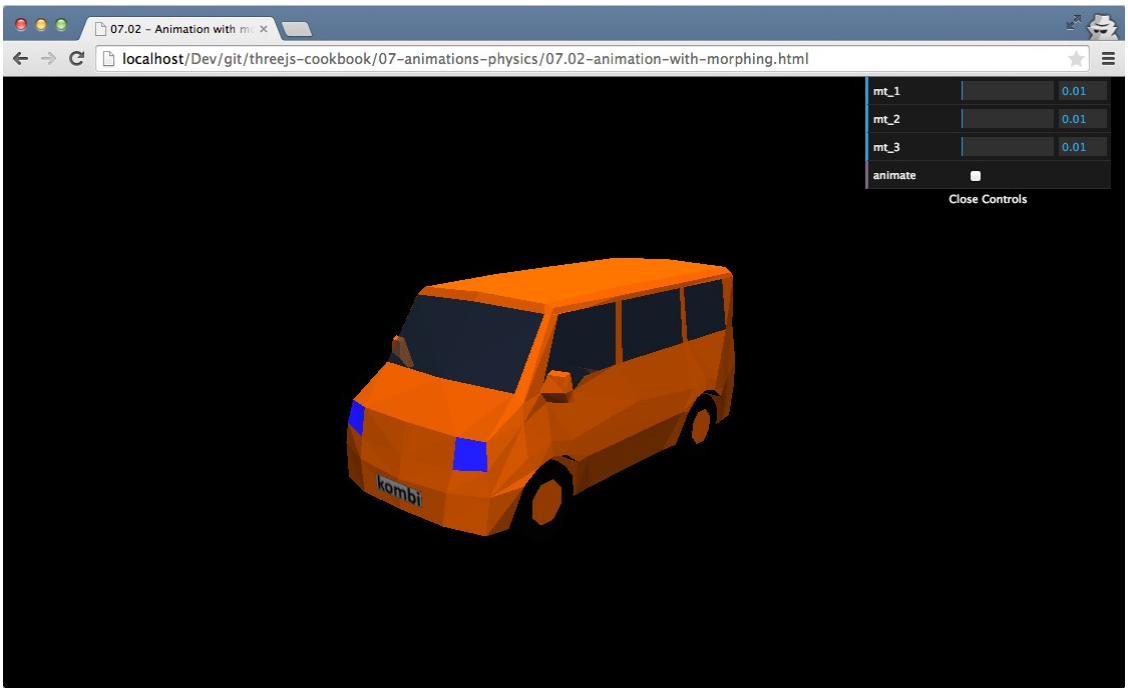

simplemorph.blend
File Render Window Help Default Scene Blender Render v2.70 | Verts:8 | Faces:6 | Tris:12 | Objects:1/3 | Lamps:0/1 |
User Persp
(0) Suzanne : step1
View Select Add Object Object Mode Global
View Search
Suzanne F
Normals
Texture Space
Vertex Groups
Shape Keys
Value: 0.000
Range: Blend:
View Marker Frame Playback Start: 1 End: 120 0 No Sync

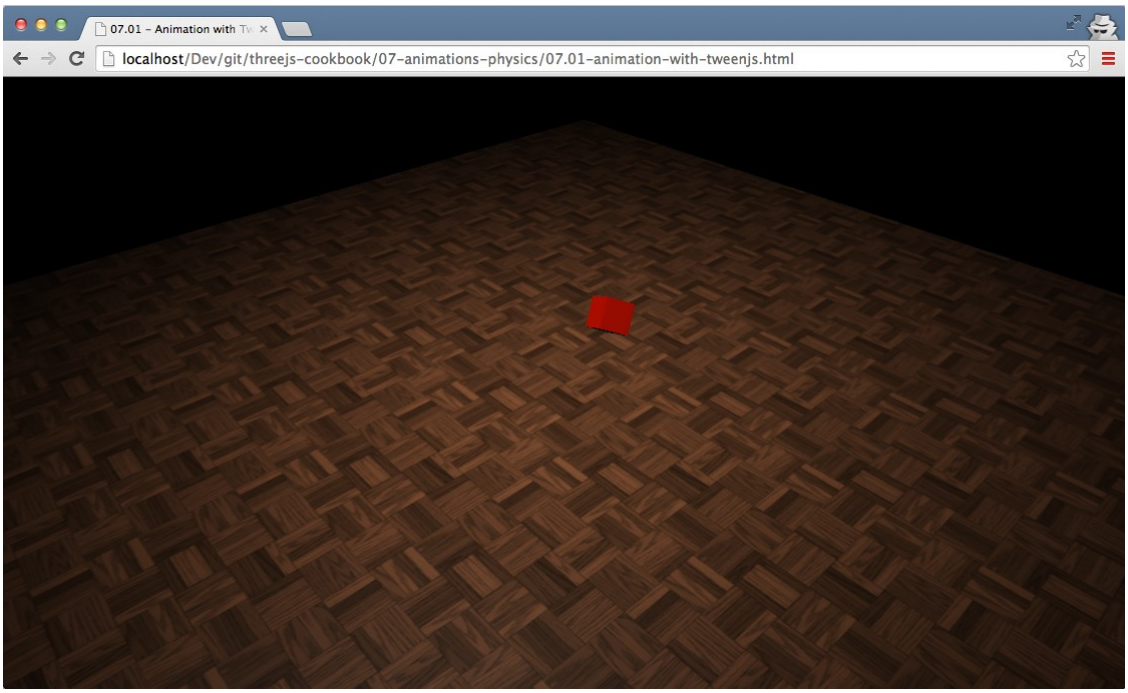

07.03 - Animation-with-s
localhost/Dev/git/threejs-cookbook/07-animations-physics/07.03-animation-with-skeleton.html
neck_rot_x 0.009
neck_rot_y 0.121
neck_rot_z -0.122
neck_pos_x 0
neck_pos_y 0
neck_pos_z -0.828
helper
Close Controls

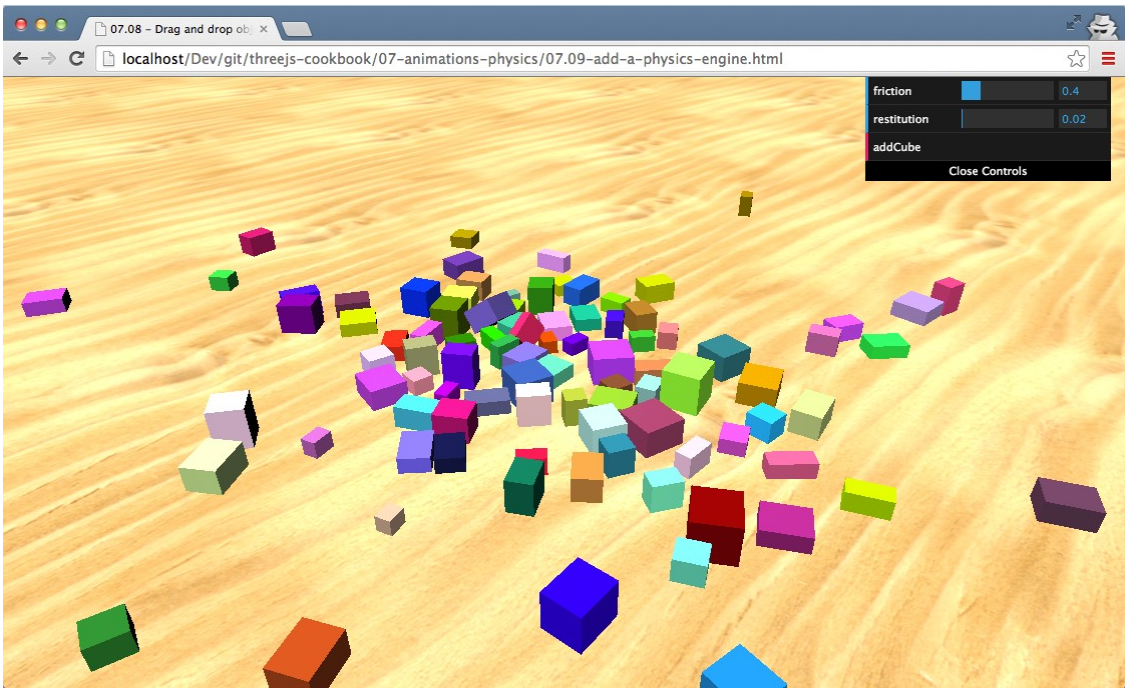

07.03 - Animation-with-s
localhost/Dev/git/threejs-cookbook/07-animations-physics/07.03-animation-with-skeleton.html
neck_rot_x 0.009
neck_rot_y 0.604
neck_rot_z -0.122
neck_pos_x 0
neck_pos_y 0
neck_pos_z -0.828
helper
Close Controls
Elements Network Sources Timeline Profiles Resources Audits Console
<top frame>
_normalMatrix: THREE.Matrix3
castShadow: false
children: Array[1]
0: THREE.Bone
accumulatedPosWeight: 0
accumulatedRotWeight: 0
accumulatedSclWeight: 0
castShadow: false
children: Array[2]
0: THREE.Bone
1: THREE.Bone
accumulatedPosWeight: 0
accumulatedRotWeight: 0
accumulatedSclWeight: 0
castShadow: false
children: Array[3]
0: THREE.Bone

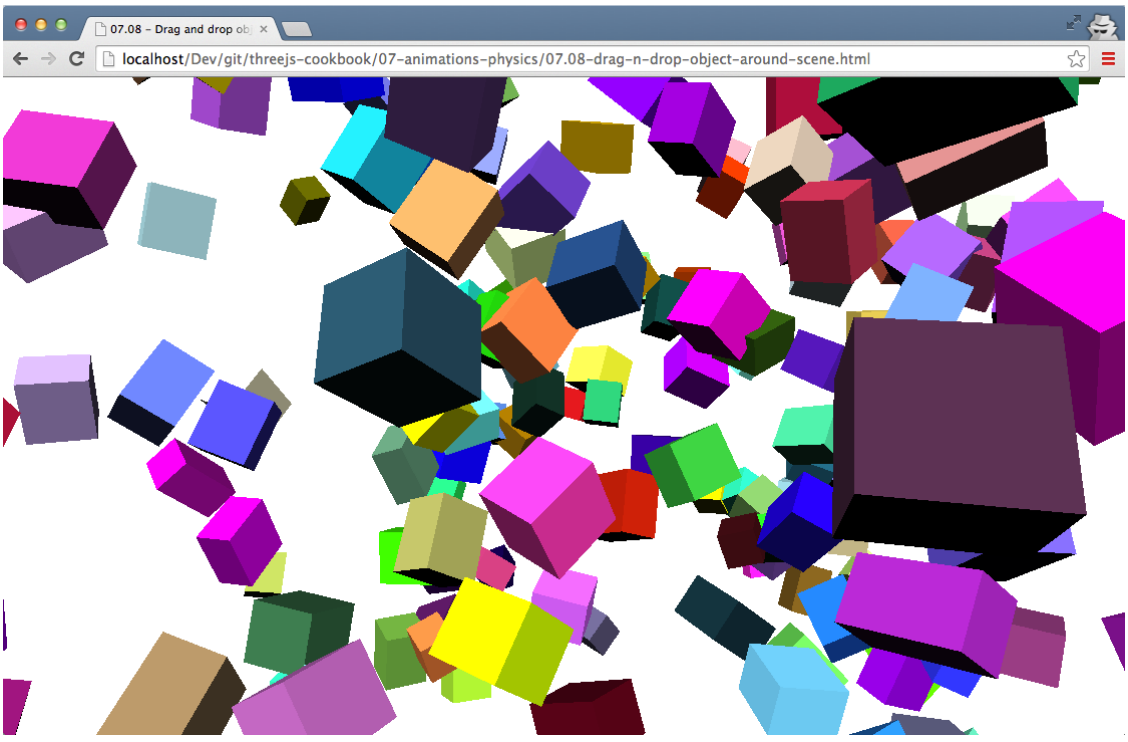

07.03 - Animation-with-s
localhost/Dev/git/threejs-cookbook/07-animations-physics/07.03-animation-with-skeleton.html
neck_rot_x
-0.486
neck_rot_y
0.121
neck_rot_z
-1.031
neck_pos_x
0
neck_pos_y
0
neck_pos_z
-0.828
helper
Close Controls


07.02 - Animation with m
localhost/Dev/git/threejs-cookbook/07-animations-physics/07.02-animation-with-morphing.html
mt_1
0.01
mt_2
1
mt_3
1
animate
Close Controls
kombi


07.02 - Animation with
localhost/Dev/git/threejs-cookbook/07-animations-physics/07.02-animation-with-morphing.html
mt_1
0.01
mt_2
0.01
mt_3
0.01
animate
Close Controls
kombi


07.01 - Animation with
localhost/Dev/git/threejs-cookbook/07-animations-physics/07.01-animation-with-tweenjs.html


07.08 - Drag and drop ob
localhost/Dev/git/threejs-cookbook/07-animations-physics/07.09-add-a-physics-engine.html
friction
0.4
restitution
0.02
addCube
Close Controls


07.08 - Drag and drop ob
localhost/Dev/git/threejs-cookbook/07-animations-physics/07.08-drag-n-drop-object-around-scene.html