

Three.js: Loading complex objects

Tutorial with Blender

CMPM 163: Game Graphics & Real-time Rendering
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Download Blender

<https://www.blender.org/>

Install Blender Three.js Exporter Plugin

1. Download Three.js repo:

<https://github.com/mrdoob/three.js/>

2. Copy the `/utils/exporters/blender/addons/io_three/` folder to the Blender `scripts/addons` folder.

Windows: `C:\Program Files\Blender Foundation\Blender\2.7X\scripts\addons`

Mac: `/Users/(myuser)/Library/ApplicationSupport/Blender/2.7X/scripts/addons`

Obs: manually create the scripts folder if it does not exist.

Enable Three.js addon on Blender

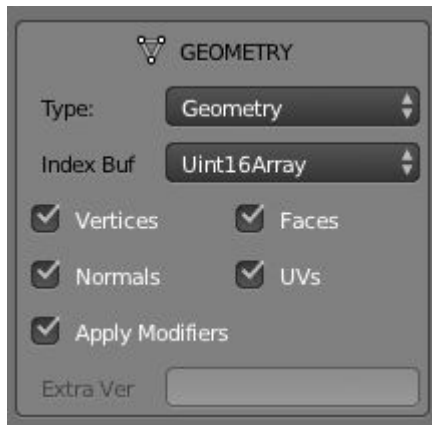
1. Open Blender
2. Go to File/User Preferences/
3. Click on the Add-ons tab
4. Search for the three.js
5. Toggle the Import-Export: Three.js Format
6. Click on Save User Settings
7. Check if it working
 - a. Go to File/Export
 - b. You should see an option for Three.js there

Create a complex object in Blender

Demo

Export it to Three.js

Make sure to change the object type to Geometry.



Load it into Three.js

1. Create a simple web server using python

```
$ python3 -m http.server
```

2. Make a copy of the code provided in the second class

https://creativecoding.soe.ucsc.edu/courses/cm163/code/week1_codeExamples.zip

3. Use THREE.JSONLoader() function to load the model

```
var loader = new THREE.JSONLoader();  
loader.load("model.json", handle_load)
```

References

Three.js: Loading 3D Models

<https://www.youtube.com/watch?v=mqjwgTAGQRY>

Blender Tutorial For Beginners: Coffee Cup

https://www.youtube.com/watch?v=y__uzGKmxt8