Creating a Custom Object Using Three.js

Address	{value_address}
Contact Person	{value_contact_person}
Mobile Number	{value_mobile_number}
Email	{value_email}

This tutorial goes over a three common step process used to create geometries and objects that are custom made and are displayed using the Canvas renderer of Three.js. In the initial step the author provides detailed information about how to trace the geometry using Vector3 and Vector4 objects. Also, it illustrates how to create faces based off the newly created geometries. And then it continues into explaining how to generate the Uvs from the materials or images used to put color into the newly created mesh. Finally, additional examples and complex virtual worlds are provided to demonstrate how to draw 3d objects into the HTML5 Canvas element using the Canvas Renderer Object.

For more details, please visit https://scripts.goclixy.com/creating-a-custom-object-using-three-js-5827