

threejs□□□□



```
// □□□□  
var scene = new THREE.Scene();
```



```
// □  
var camera = new THREE.PerspectiveCamera(75, window.innerWidth / window.innerHeight, 0.1,  
1000);  
camera.position.z = 5;  
  
// □□□□□□□□□□2D  
var camera = new THREE.OrthographicCamera(-aspect * 5, aspect * 5, 5, -5, 0.1, 1000);
```



```
var renderer = new THREE.WebGLRenderer();  
renderer.setSize(window.innerWidth, window.innerHeight);  
// □□□□  
document.getElementById("canva").appendChild(renderer.domElement);
```



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```
// ❶
var box = new THREE.BoxGeometry(1, 1, 1);

// ❷
var material = new THREE.MeshBasicMaterial({ color: 0x00ff00 });

// ❸
var cube = new THREE.Mesh(box, material);


// ❹
scene.add(cube);
```



```
requestAnimationFrame( ) setTimeout( )
```

```
function animate() {  
  
    requestAnimationFrame(animate);  
    cube.rotation.x += 0.01;  
    cube.rotation.y += 0.01;  
    renderer.render(scene, camera);  
}  
  
animate();
```



```
// 
scene.traverse((obj) => {
  // console.log("dispose", obj);
  if (obj.geometry) {
    obj.geometry.dispose();
  }
  if (obj.material) {
    obj.material.dispose();
  }
  if (obj.texture) {
    obj.texture.dispose();
  }
});
```

```
}  
scene.remove(obj);  
obj.geometry = null;  
obj.material = null;  
obj.texture = null;  
obj = null;  
});
```

📄 #7

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