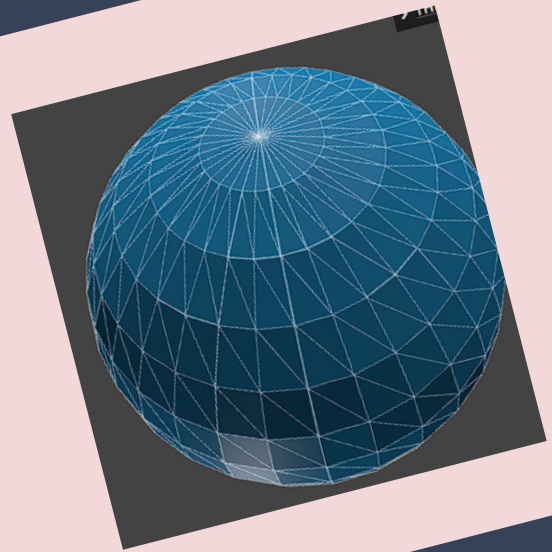
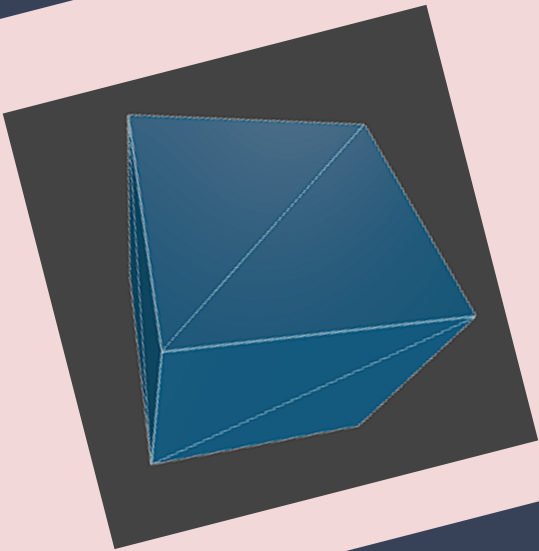


# THE ULTIMATE three.js GEOMETRY GUIDE



Last Revision: 2023/08/10  
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# What this guide is about

**This guide is aimed at beginner programmers that are currently learning to use three.js**

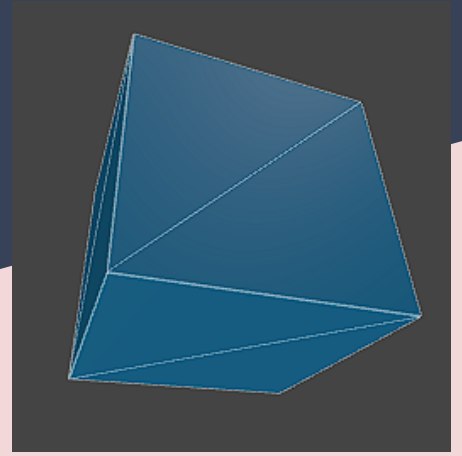
**It includes all of the basic geometry types that one may need, in order to elevate your project to a new level!**

**For every instance replace the “BoxGeometry” or equal.**

**So what are you waiting, let's get started.**

# BoxGeometry

# Cube



**BoxGeometry**, represents a cube.  
It is one of the **most commonly** used geometries.

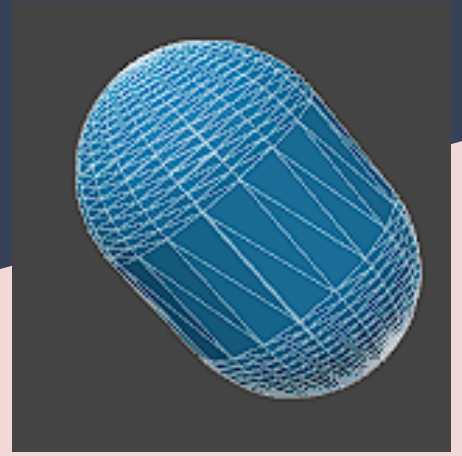
It takes **3** parameters:  
**+ (float) width**  
**+ (float) height**  
**+ (float) depth**

**i.e.**

**BoxGeometry(15, 15, 15)**

# CapsuleGeometry

# Capsule



**CapsuleGeometry**, represents a capsule.

It takes **2** parameters:

**+ (float) radius** - Radius of the capsule

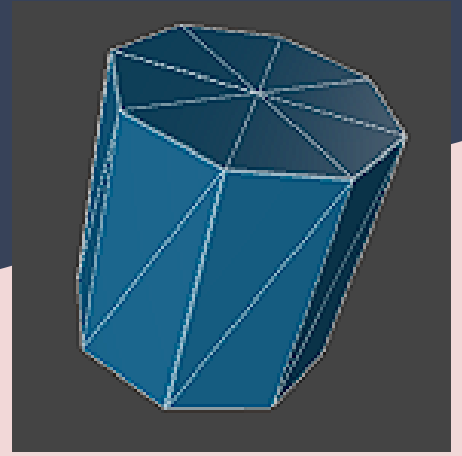
**+ (float) length** - Length of the middle

**i.e.**

**CapsuleGeometry(5, 5)**

# CylinderGeometry

## Cylinder



**CylinderGeometry**, represents a cylinder.

It takes 4 parameters:

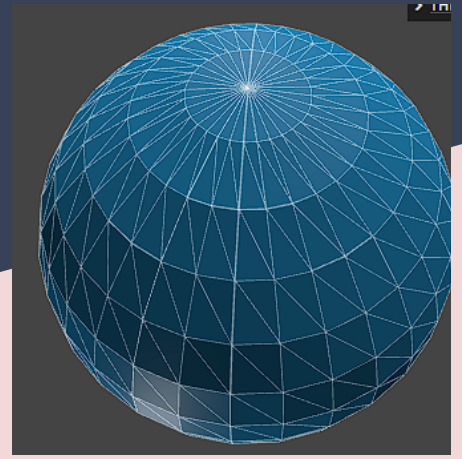
- + **(float) radiusTop** - Radius of the top
- + **(float) radiusBottom** - Radius of the bottom
- + **(float) height** - Height of the cylinder
- + **(int) radialSegments** - # of segmented faces around the circumference of the cylinder.

**i.e.**

**CylinderGeometry(5, 5, 10, 8)**

# SphereGeometry

# Sphere



**SphereGeometry**, represents a sphere.

It takes **3** parameters:

+ **(float) radius** - Radius of the sphere

+ **(int) widthSegments** - # segments horizontally

+ **(int) heightSegments** - # segments vertically

**i.e.**

**SphereGeometry(15, 32, 16)**