



ThreeJS Math - TAE

Three.js is a cross-browser JavaScript library and application programming interface that uses WebGL to create and display animated 3D computer graphics in a web browser.

[ThreeJS Math](#)

Box2

Represents an axis-aligned bounding box (AABB) in 2D space.

Constructor

`Box2(min : Vector2, max : Vector2)`

`min` - (optional) `Vector2` representing the lower (x, y) boundary of the box. Default is (+ Infinity, + Infinity).

`max` - (optional) `Vector2` representing the upper (x, y) boundary of the box. The default is (- Infinity, - Infinity).

Creates a `Box2` bounded by `min` and `max`.

Properties

`.min : Vector2`

-
`Vector2` represents the lower (x, y) boundary of the box.

Default is (+ Infinity, + Infinity).

`.max : Vector2`

`Vector2` represents the box's lower upper (x, y) boundary.

The default is (- Infinity, - Infinity).

[Read more...](#)

