

Turn a photo into a 3D model with img2threejs

A free Claude Code skill that rebuilds any object as an animation-ready 3D model — from a single photo, with no 3D software.

WHAT IT IS

A tool that writes the code for your 3D model

img2threejs is a free skill for Claude Code (it also works with Codex and OpenCode) that looks at one reference photo of an object and generates a working 3D model of it — built entirely from generated shapes, materials, and code. It isn't scanning your photo into a mesh or downloading a stock model that looks similar; it writes an actual 3D object from scratch that matches what's in your picture.

WHAT IT DOES

Photo in, working 3D model out

- Rebuilds objects and characters as a ready-to-use 3D model (a Three.js "Group") from one photo
- Checks its own work at every stage — it renders the model and compares it side by side with your photo before moving on
- Builds in the moving parts, not just the shape: pivots, sockets, and attachment points so the model is ready to animate
- Needs nothing extra installed beyond the tool itself — no paid software, no plugins

WHAT IT REPLACES

Why this is worth 10 minutes of setup

Normally, turning a product photo into a usable 3D model means hiring a 3D artist, buying a stock asset that never quite matches, or spending hours in software like Blender trying to rebuild it by hand. img2threejs does the modeling work for you and hands back working code you can drop straight into a website or app.

BEFORE YOU START

Two things you'll need

Claude Code, installed and working. img2threejs runs as a skill inside it.

→ **To check:** open Terminal and type `claude --version`. If it says "command not found," install Claude Code first at claude.com/code before continuing.

Python 3.10 or later. Most Macs already have this.

→ **To check:** open Terminal, type `python3 --version`, press Enter. If the number shown is below 3.10, install a newer Python from python.org before continuing.

STEP 1

Install the skill

This downloads img2threejs into Claude Code's skills folder. If you already have **git** (type `git --version` to check — most Macs have it, or will offer to install it automatically the first time you use it), just run this:

1 Open Terminal, paste this in, press Enter

```
git clone https://github.com/hoainho/img2threejs.git ~/.claude/skills/img2threejs
```

This copies the tool's files onto your computer. It should finish in a few seconds — you'll see a short list of file names scroll by, then the prompt returns. That's normal.

STEP 2

Rebuild your first object

- 1 **Open your project in Claude Code**, and have a clear photo of the object ready — plain background, good lighting, whole object visible.
- 2 **Attach the photo and type this**

```
/img2threejs Rebuild this object as a Three.js model, keep the proportions, angles, and colours.
```

3 Follow along as it builds

The skill works in stages — blockout, shape, materials, lighting — and shows you a side-by-side comparison against your photo at each one. It keeps refining until the render matches. That's it.

GOOD TO KNOW

- Best results come from hard-surface objects — electronics, tools, furniture, vehicles. Faces and characters come out stylized, not photoreal, since one photo can't capture every angle.
- It's completely free and open source. No account, no paid tier.
- Want to see what's possible first? The project's README links to a live demo gallery with finished examples you can rotate and inspect in your browser.