WebGL 3D Graphics
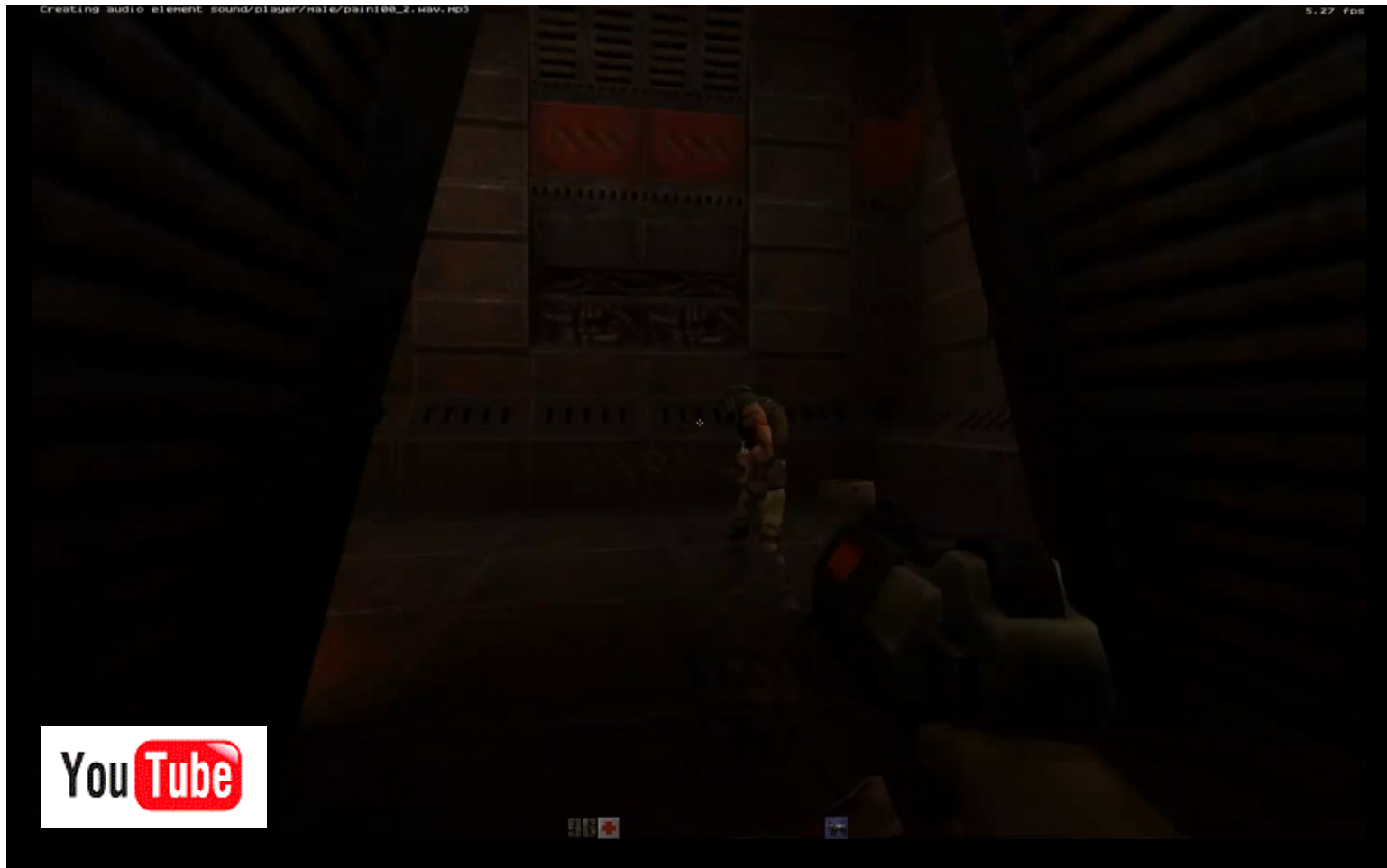
Introduction

❖ WebGL is an API for 3D graphics within the web browser. OpenGL leads the WebGL standard.

❖ Similarly to 2D graphics we should call the `getContext` method on our canvas in order to get the context object we can later use for creating the 3D graphics.

Introduction

OpenGL ES 2

❖ The WebGL implementation is OpenGL ES 2, Khronos royalty-free, cross platform API for full function 2D and 3D graphics on embedded systems.

Foundation Layer

❖ Similarly to DOM that served as a fundamental layer for the evolvement of JavaScript libraries, so is expected with the WebGL.

GLGE

❖ The GLGE is a javascript library intended to ease the use of WebGL.

www.glge.org

GLGE

SceneJS

❖ The SceneJS is a javascript library intended to ease the use

of WebGL.

www.scenejs.org

SceneJS