



CubicVR.js

3D Engine

A high-performance
WebGL-powered 3D
engine with a versatile
collection of built-in
features



Presented By:



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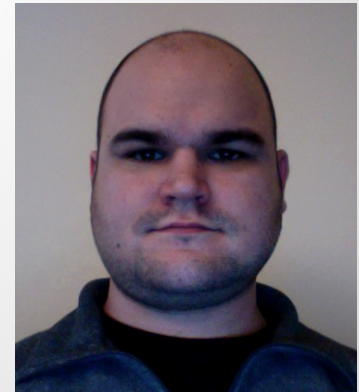
Mozilla creative hacker (Web Made Movies & Paladin), indie game developer, lover, candy enthusiast, artist, & your best friend.

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Live Environment

To use the live environment online, go to:

<http://cubicvr.org/live>

You can also check out the CubicVR.js repo:

<git://github.com/cjcliffe/CubicVR.js.git>

This slideshow is available in the project list as "Mozilla Festival Slideshow" so you can play with the code right now :)

History of CubicVR.js



1998-2002 - Winamp 3D-GL visualizer

2003 - CubicVR created for CubicFX visualizer

2006 - CubicVR upgraded with physics

2007 - Dreamcast, iPhone, PSP support added

2009 - WebGL Experimental port

2010 - CubicVR.js committed to GitHub

