



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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Kingston, Ontario, Canada · <http://www.cubicvr.org/>



Brief history of CubicVR.js



1998-2002 - Winamp 3D-GL visualizer

2003 - CubicVR created for CubicFX visualizer

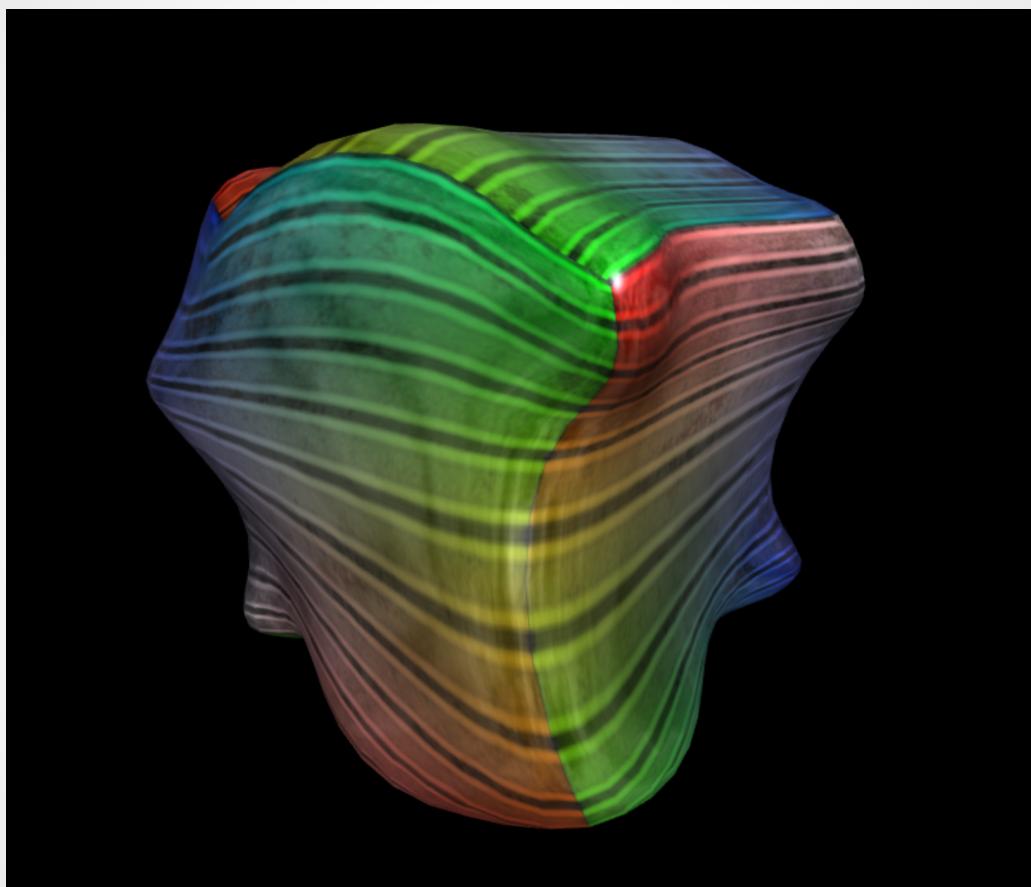
2006 - CubicVR upgraded with physics

2007 - Dreamcast, iPhone, PSP support added

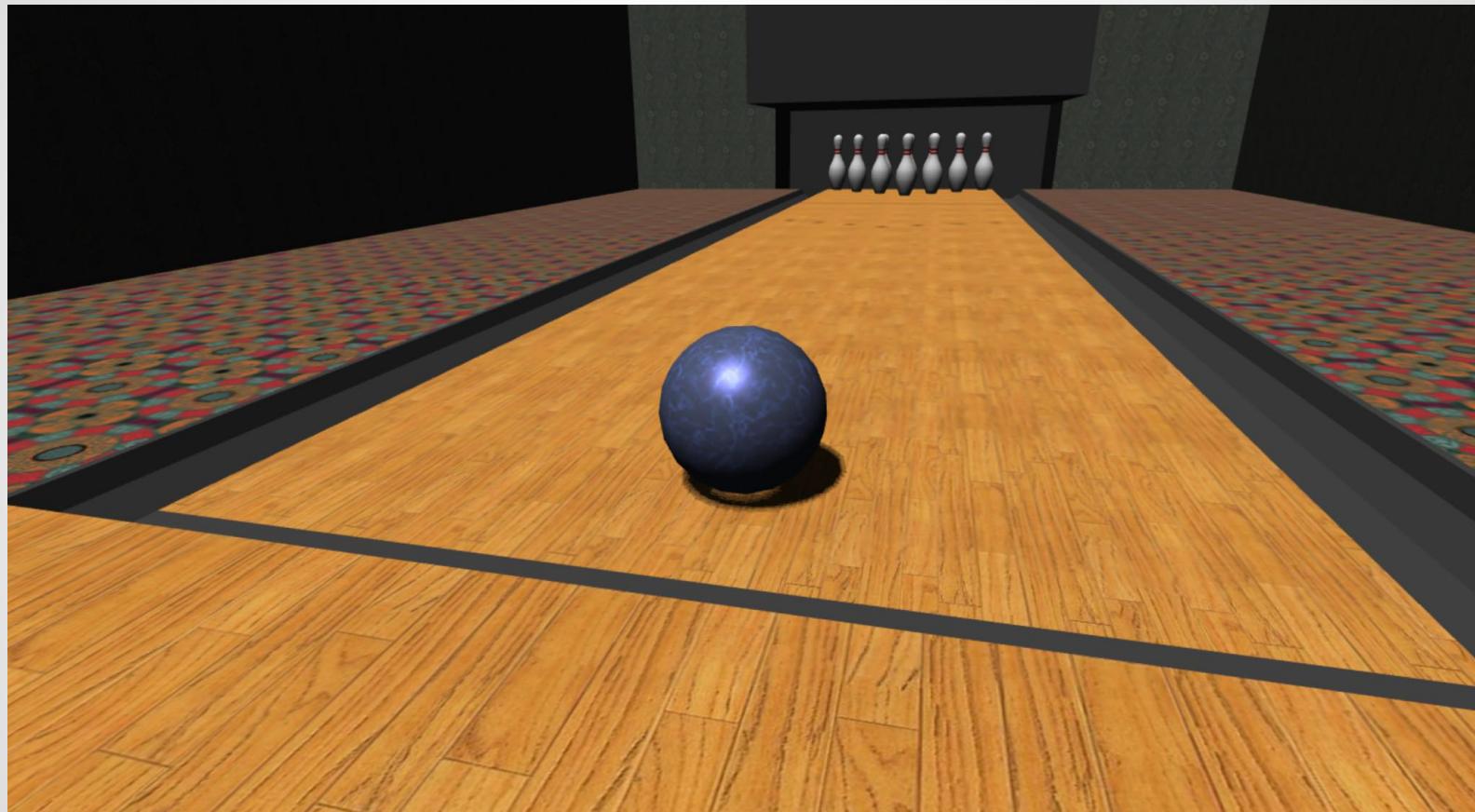
2009 - WebGL Experimental port

2010 - CubicVR.js committed to GitHub

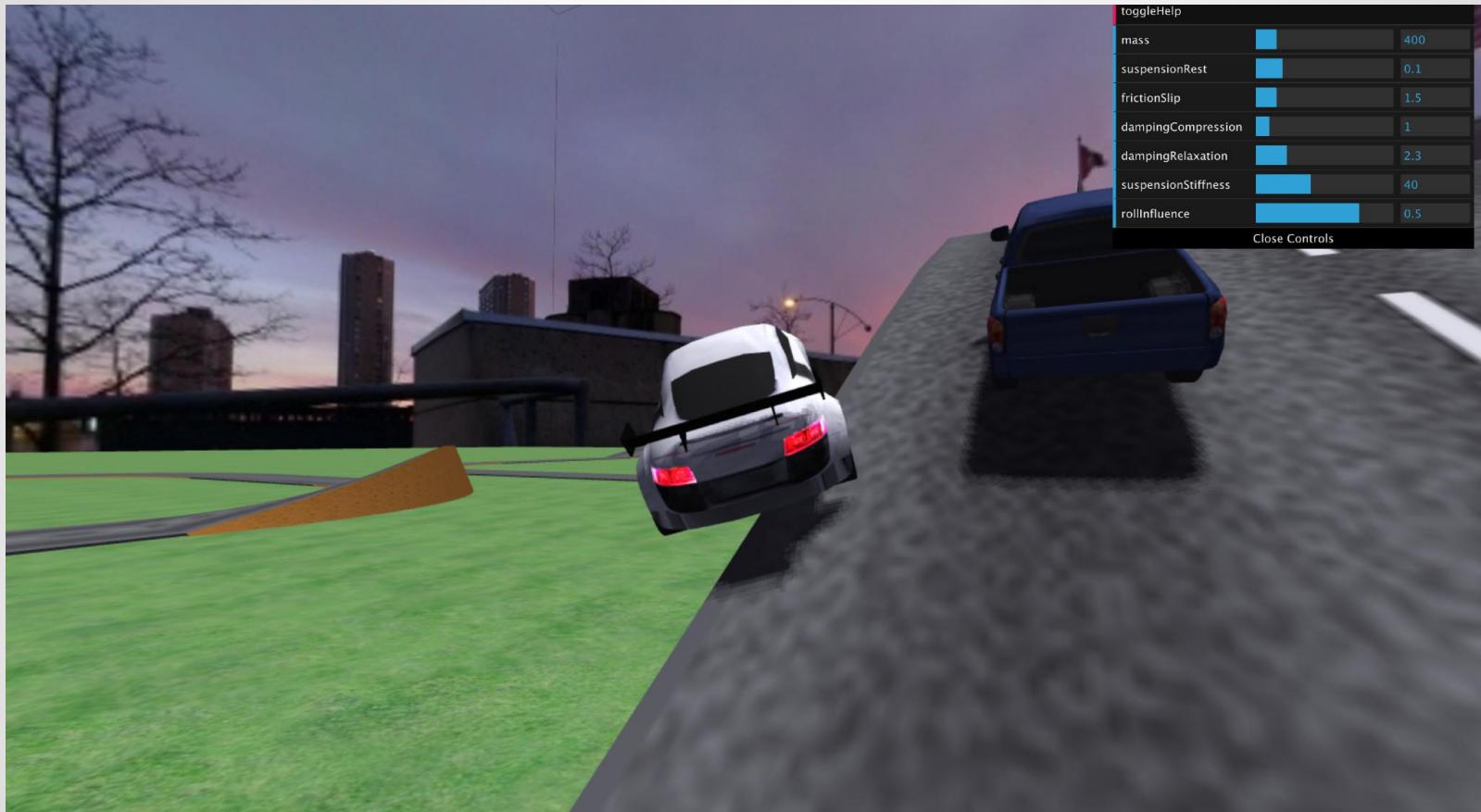
Eye Candy



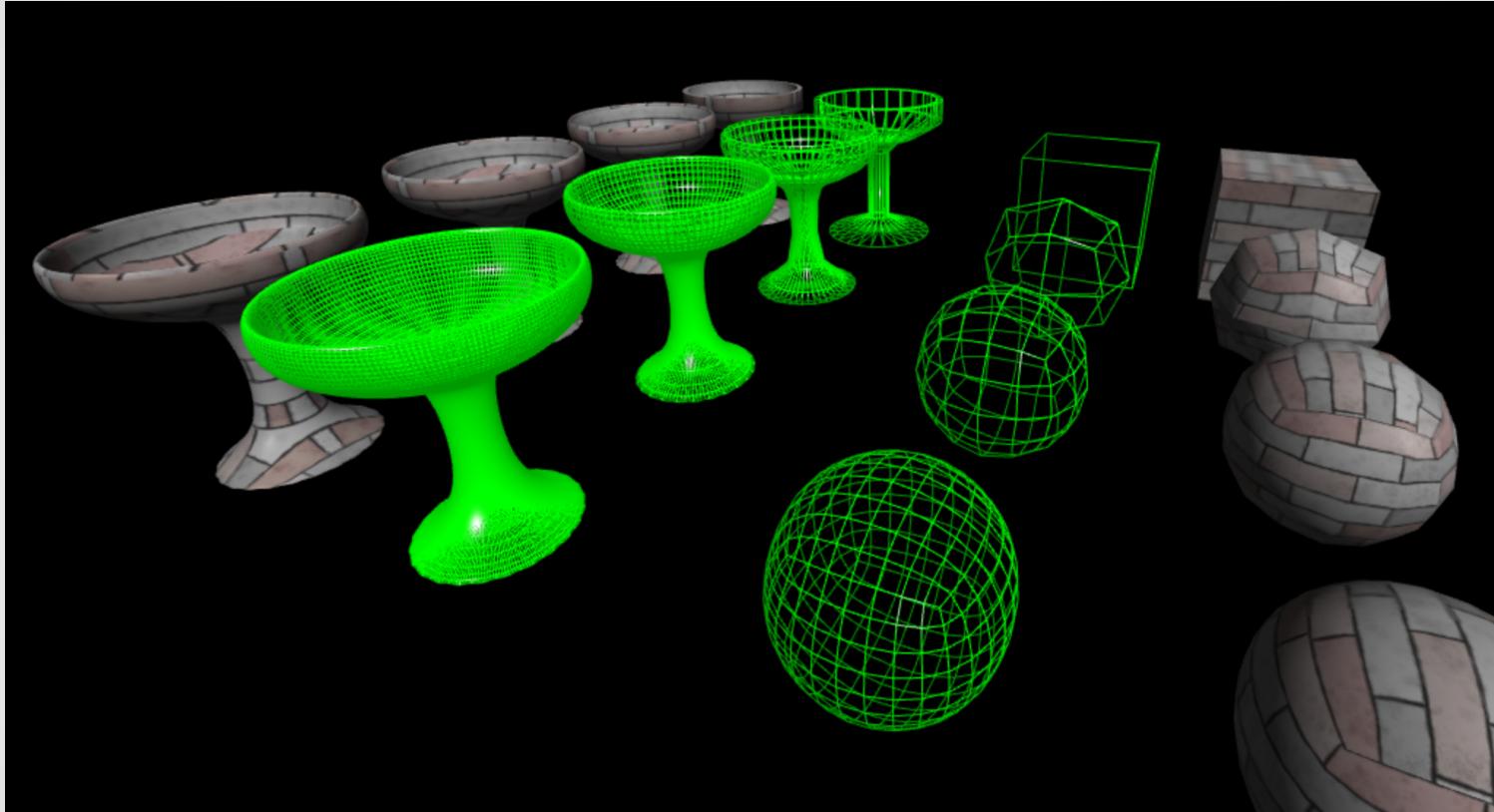
Interactivity



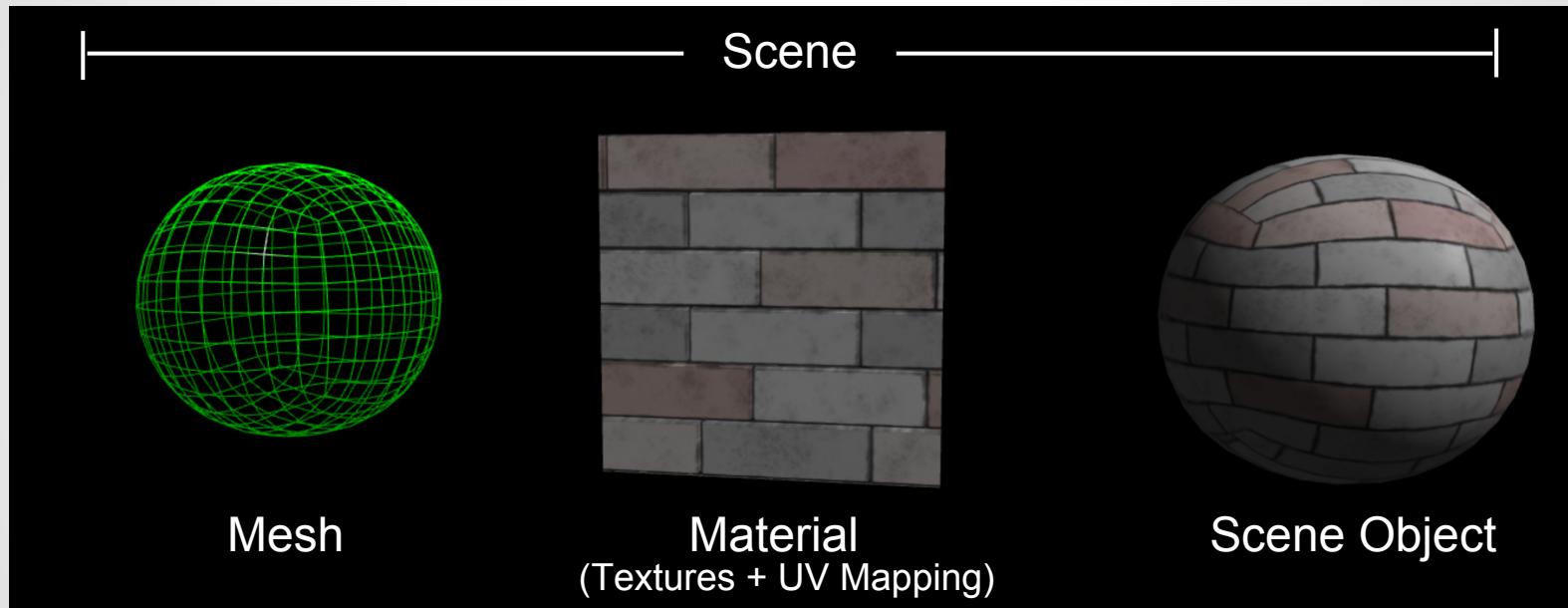
Games



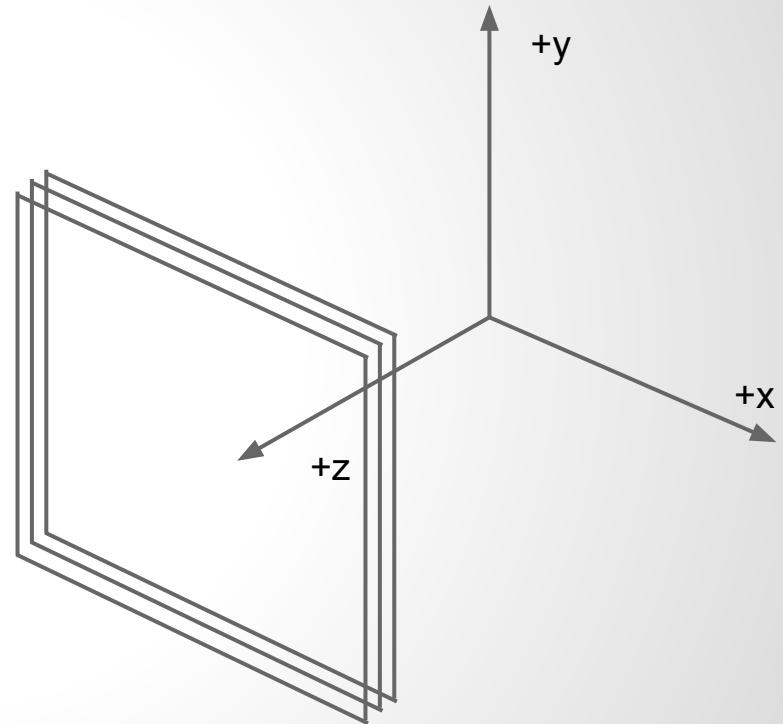
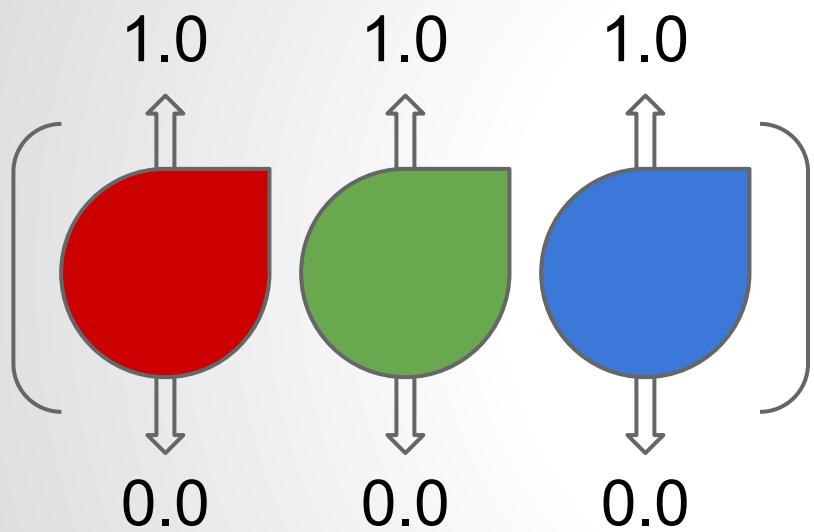
How CubicVR.js Works



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Live Environment

To use the live environment online, go to:

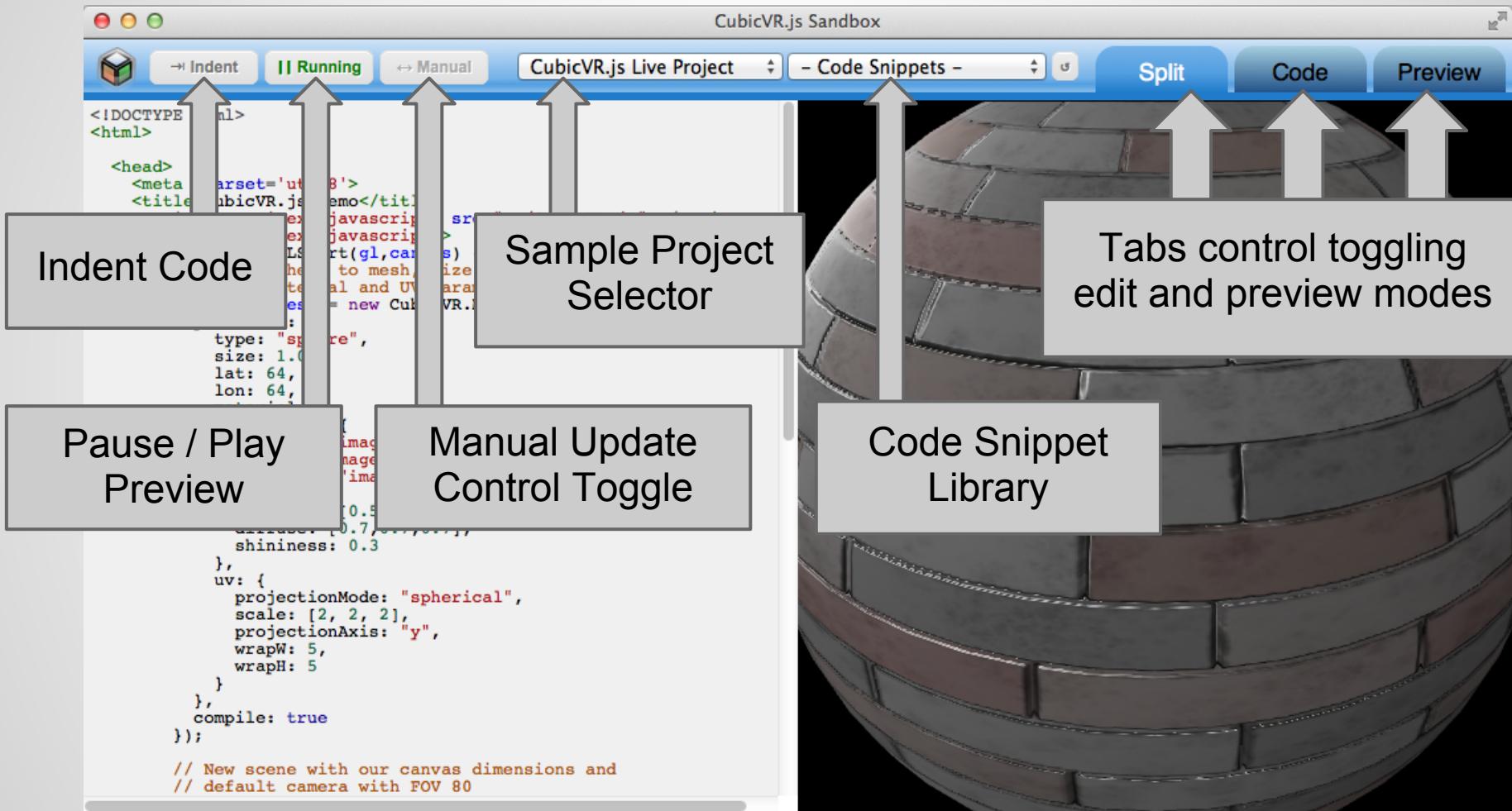
<http://cubicvr.org/live>

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 :)

Live Environment Legend



Get Started!

API Reference

<https://github.com/cjcliffe/CubicVR.js/wiki/CubicVR.js-API-Reference>

Getting Started Tutorial

<https://github.com/cjcliffe/CubicVR.js/wiki/Guide:-Getting-Started>