



Introduction to Computer Graphics with WebGL

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Course Overview

- These lectures provide an introduction to interactive three-dimensional computer graphics using WebGL
- WebGL is supported under the HTML5 canvas element in all recent Web browsers which allows integration with other Web applications
- The lectures are derived from the new textbook: Ed Angel and Dave Shreiner, Interactive Computer Graphics, A Top-down Approach with WebGL (Seventh Edition), Pearson Education, 2015

Why This Course?

- 3D Graphics is everywhere
- There are lots of courses in 3D graphics
 - High-level
 - Low level
 - This one
- It's all about the Web
 - Run locally from a remote server
 - Platform independent
- It's also about making use of the graphics processing unit (GPU) on your computer

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What You Will Learn?

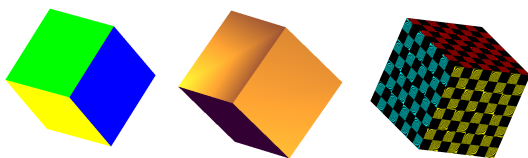
- Let's go through topics via examples on my website www.cs.unm.edu/~angel/WebGL/7E
- You will be able to create these and much more complex applications
- We'll do an outline by going through some examples

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The Progression



Rotate X Rotate Y Rotate Z Toggle Rotation

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