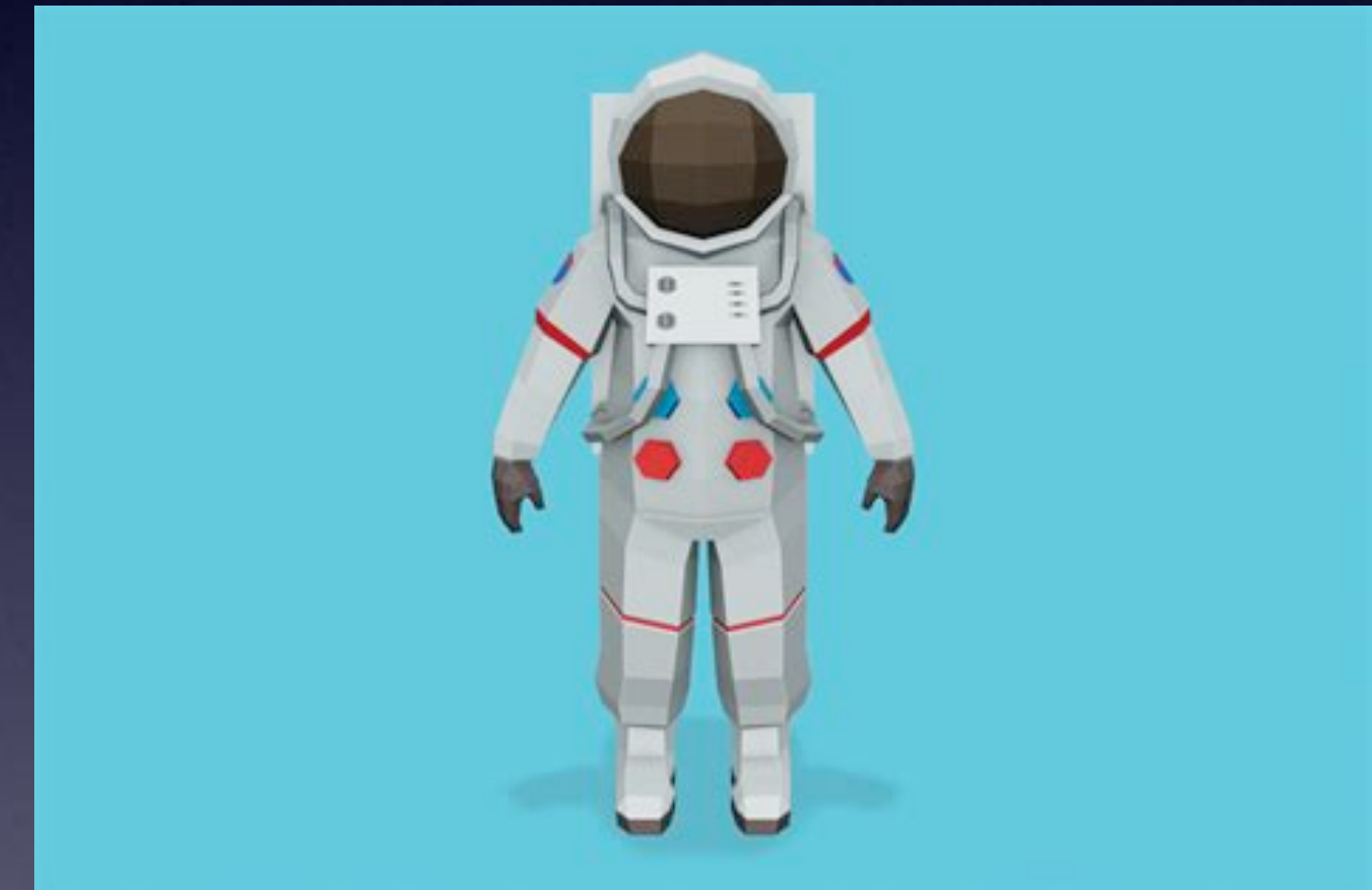


Google <model-viewer>

- web component (element in DOM tree) containing canvas
- only displays 3-D models



Frameworks: Three.js

- imperative programming
- minimal dev tools
- no built-in physics engine, but almost every physics engine documents how to use with Three.js
- low-level; more code needs to be written than other frameworks
- extensions tend to be low-level
 - example: subdivision vs. glow (halo)
- experimental support for WebGPU

