

3D Immersive Formats

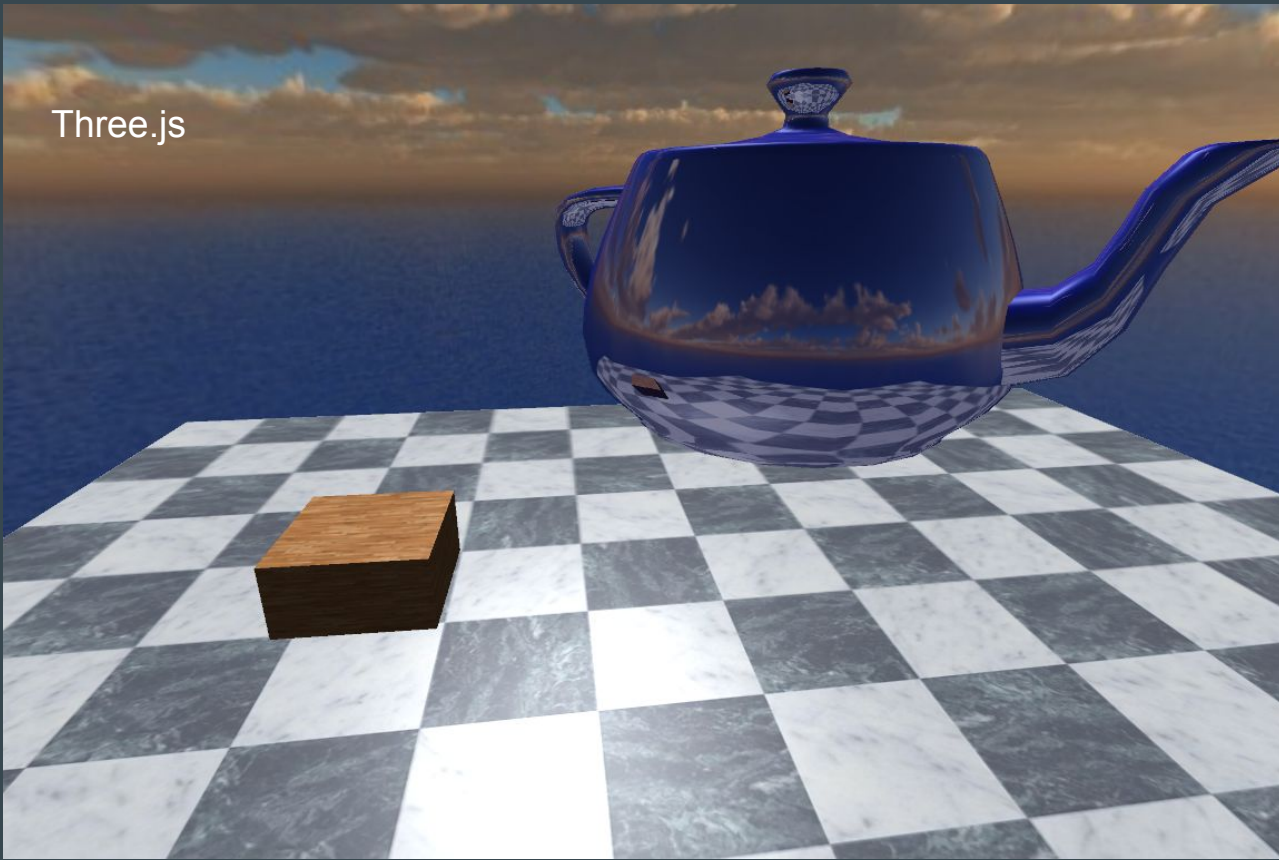


A Collection of Immersive Web Formats



<https://www.khronos.org/webgl/>

Three.js



https://en.wikipedia.org/wiki/List_of_WebGL_frameworks

afame

Show Live

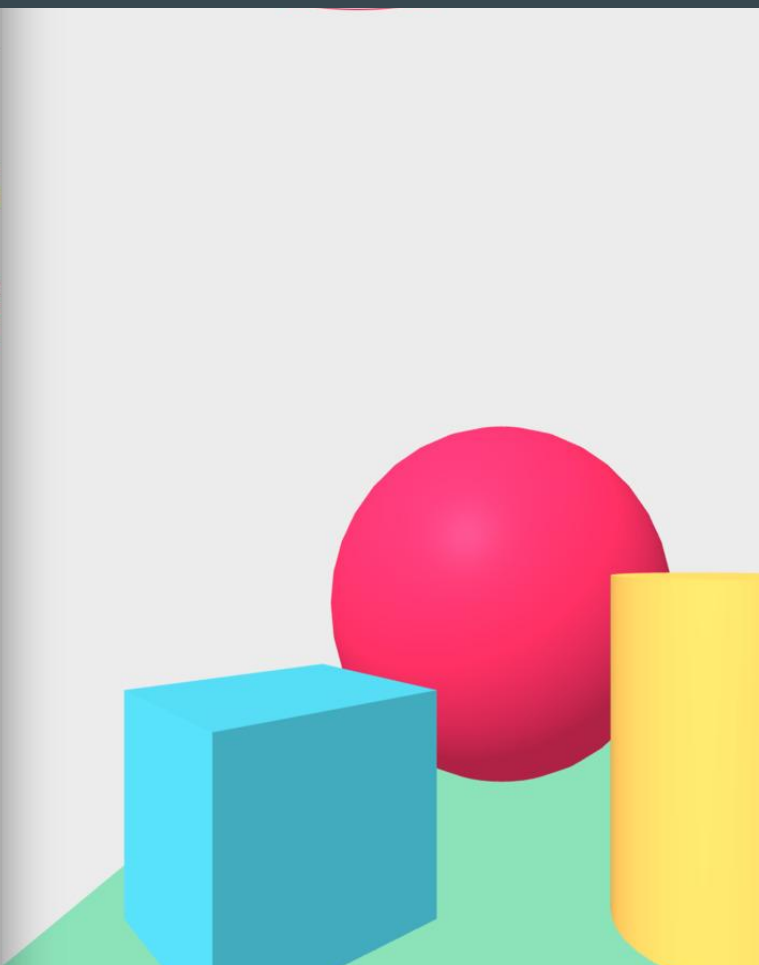
Click 'Show' to open the live project in another tab ml>

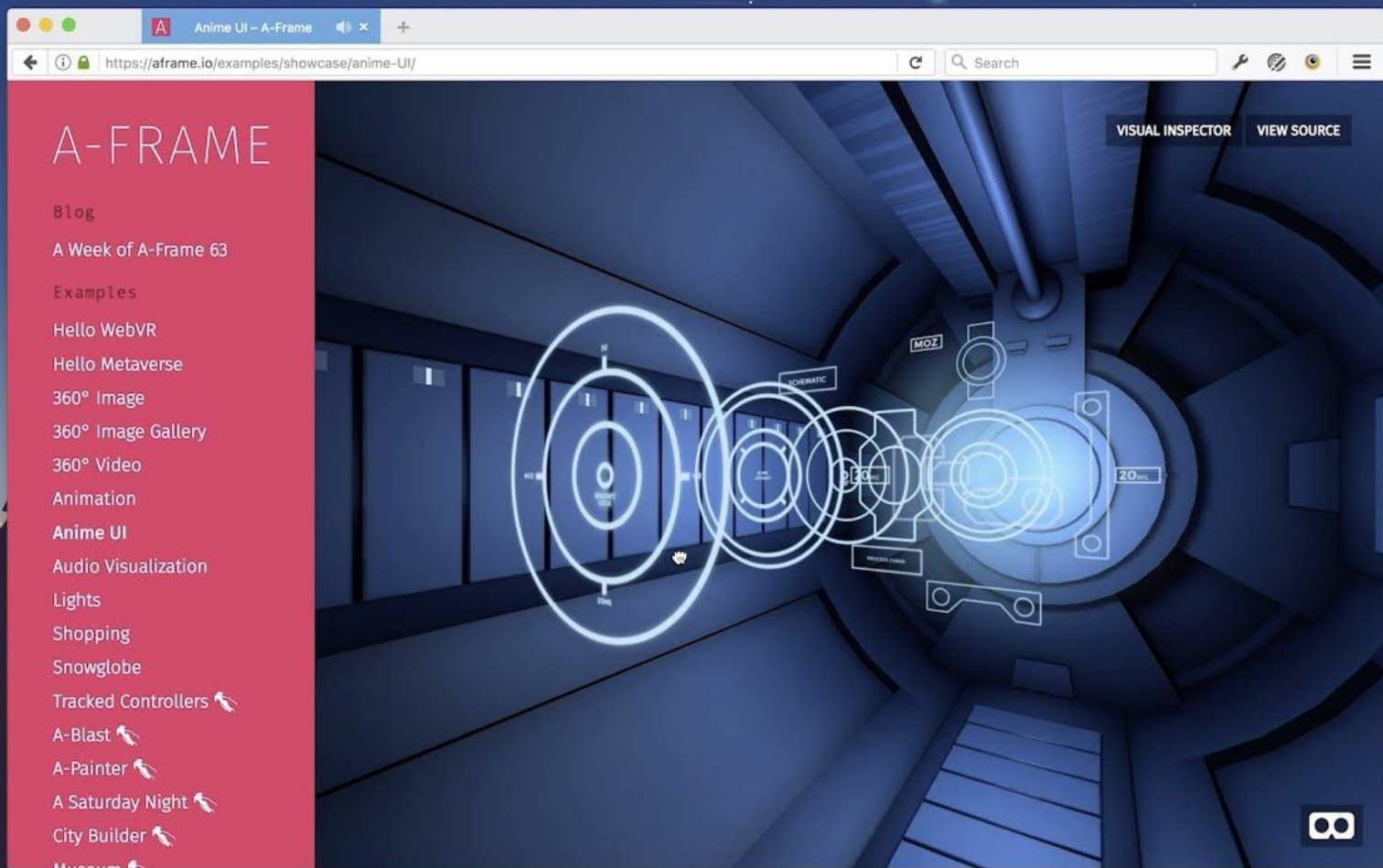
Logs

back-end +
 .env
 package.json
 README.md
 server.js

front-end +
 assets
 views/index.html

```
3<head>
4<title>Hello, WebVR! - A-Frame</title>
5<meta name="description" content="Hello, WebVR! - A-Frame"
6<script src="https://aframe.io/releases/0.5.0/aframe.min.js"></script>
7</head>
8<body>
9<a-scene>
10<a-box position="-1 0.5 -3" rotation="0 45 0" color="#4C8A9D"></a-box>
11<a-sphere position="0 1.25 -5" radius="1.25" color="#EF2D6E"></a-sphere>
12<a-cylinder position="1 0.75 -3" radius="0.5" height="1.5" color="#FDC026"></a-cylinder>
13<a-plane position="0 0 -4" rotation="-90 0 0" width="4" height="4" color="#C8E6C9"></a-plane>
14<a-sky color="#ECECEC"></a-sky>
15</a-scene>
16</body>
17</html>
```







<http://github.int13h.com/webgldoom/>

WebGL

- WebGL enables web content to use an API based on OpenGL ES 2.0 to perform 2D and 3D rendering in an HTML canvas in browsers that support it without the use of plug-ins. WebGL programs consist of control code written in JavaScript and shader code (GLSL) that is executed on a computer's Graphics Processing Unit (GPU). WebGL elements can be mixed with other HTML elements and composited with other parts of the page or page background.

Frameworks

- Three.js
- A-Frame
- More

Pure Javascript Emulation / MAME / Scumm / AGI

- The SCUMM Diaries:
https://www.gamasutra.com/view/feature/196009/the_scumm_diary_stories_behind.php?print=1
- JS Version SCUMM VM: <https://github.com/mutle/jsscummvm>
- JS MAME: https://archive.org/details/arcade_sf2hf
- WebVR: <https://webvr.info/>

We can have an immersive web... do we want it?

David Foster Wallace on The Rise and Fall of the Videophone

http://declineofscarcity.com/?page_id=2527

3D File Types

-
- .fbx files -
https://docs.blender.org/manual/en/dev/data_system/files/import_export.html
- .obj files - https://en.wikipedia.org/wiki/Wavefront_.obj_file
- .stl files - <https://github.com/EliCash82/3DObjecty/blob/master/cubish.stl> |
[https://en.wikipedia.org/wiki/STL_\(file_format\)](https://en.wikipedia.org/wiki/STL_(file_format))
- OTHER
-
-