

Hello World in WebGL

We'll start from the basics and end with your first rendered object
- a triangle.

Recap: What is WebGL?

- WebGL (Web Graphics Library) is a JavaScript API for rendering interactive 2D and 3D graphics.
- It runs in the browser without plugins.
- Based on OpenGL ES 2.0.
- Defined by the [Khronos Group](#).

Recap: Why do we use WebGL?

- Runs on all major browsers.
- Allows easy understanding of graphics programming.

Explanation

👁️ means that the code is already in the repository and you just need to look at it.

📋 means you can copy-paste the code and it should work.

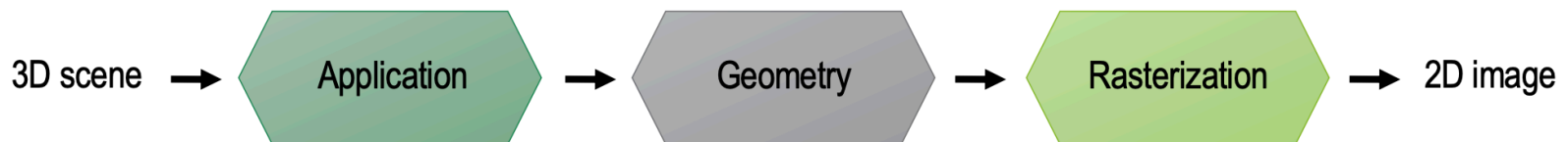
✎️ means that you need to create a new file

◯ indicates that you need to do more than just copy-paste the code.

In any case you need to understand what you are doing.

The Rendering Pipeline

1. **Application** — your JavaScript code.
2. **Geometry** — defines shapes (points, lines, triangles).
 - i. **Vertex Shader** — processes each vertex.
3. **Rasterization** — converts geometry to pixels.
 - i. **Fragment Shader** — determines pixel color.
4. **2D image** — we need to display the result.



Application

WebGL Setup

👁👁 Start with an HTML canvas:

```
<canvas id="myCanvas" width="800" height="600"></canvas>
```

👁👁 Connect JavaScript using:

```
<script src="script.js" type="module"></script>
```

Initializing WebGL


👁️ Get the canvas element and create a WebGL context.

```
const canvas = document.getElementById("myCanvas");
const gl = canvas.getContext("webgl2");

if (!gl) {
  console.error("WebGL not supported");
}
```

Geometry


Define coordinates

WebGL uses normalized device coordinates (NDC) ranging from -1 to 1 in both x and y directions. 

```
const coordinates = [  
  -0.2, -0.3,  
  0.3, -0.3,  
  0.3, 0.6  
];
```


These points form one triangle.

Uploading geometry to GPU

- Create an empty buffer object to store the vertex points
- Connect the empty buffer object to the GL context
- Load the vertices into the GL's connected buffer using the right data type (here: `Float32Array`) 

```
const pointsBuffer = gl.createBuffer();
gl.bindBuffer(gl.ARRAY_BUFFER, pointsBuffer);
gl.bufferData(gl.ARRAY_BUFFER,
    new Float32Array(coordinates),
    gl.STATIC_DRAW);
```

Fetching shader source code

- Use the `fetch` API to load the shader source code from external files. 

```
// Create a variable to fetch the data for our shaders
const shaderSources = await fetchShaderTexts(
  "./vertex.glsl",
  "./fragment.glsl");

console.log(shaderSources);
```

○ You need to import the `fetchShaderTexts` function that fetches the shader source code from the files. You find it in the `utils.zip` file.

```
import { fetchShaderTexts } from "../utils/fetchShader.js";
```

Writing the shaders

 Vertex Shader (vertex.glsl):

```
attribute vec2 vertex_points;  
void main(void) {  
    gl_Position = vec4(vertex_points, 0.0, 1.0);  
}
```

 Fragment Shader (fragment.glsl):

```
void main(void) {  
    gl_FragColor = vec4(0.0, 0.0, 0.5, 1.0); // dark blue  
}
```

Initialize shader programs

- Create a vertex shader and a fragment shader
- Compile the shaders
- Link the shaders to a program
- Use the program

Compiling shaders

 Get the vertex shader source code and compile it:

```
const vertexShader = gl.createShader(gl.VERTEX_SHADER);
gl.shaderSource(vertexShader, shaderSources.vertexShaderText);
gl.compileShader(vertexShader);
let success = gl.getShaderParameter(vertexShader, gl.COMPILE_STATUS);
if (success) {
    console.log('Vertex Shader successfully compiled.');
```

```
} else {
    console.error('Vertex Shader did not compile.');
```

```
    console.log(gl.getShaderInfoLog(vertexShader));
}
```

 Repeat similarly for the fragment shader

Attach link and use shaders

- Create a carry-out container that will pass the shader functions to the GPU
- Attach the vertex and fragment shaders to the program
- Link the program
- Use the program


```
const program = gl.createProgram();  
gl.attachShader(program, vertexShader);  
gl.attachShader(program, fragmentShader);  
gl.linkProgram(program);  
gl.useProgram(program);
```

Connecting Buffers and Attributes (1)

The vertex shader needs to know where to find the vertex data. We do this by connecting the buffer with the attribute in the shader.

-  Get the location of the attribute in the shader

```
const pointsAttributeLocation = gl.getAttributeLocation(program, "vertex_points");
```


-  Connect the attribute to the points data currently in the buffer object

```
// TODO: Define variables size, type, normalize, stride, and offset  
gl.vertexAttribPointer(pointsAttributeLocation, size, type,  
normalize, stride, offset);
```

Connecting Buffers and Attributes (2)

- ○ To find the correct parameter values for the `vertexAttribPointer()` call:
 - `size` : number of components per vertex
 - `type` : data type of each component (we used it similarly in the buffer)
 - `normalize` : whether to normalize the data (check if needed)
 - `stride` : number of bytes to skip before the next set of values
 - `offset` : number of bytes to skip from the start of the buffer

Connecting Buffers and Attributes (3)

-  Send the points data to the GPU by enabling the attribute

```
gl.enableVertexAttribArray(pointsAttributeLocation);
```

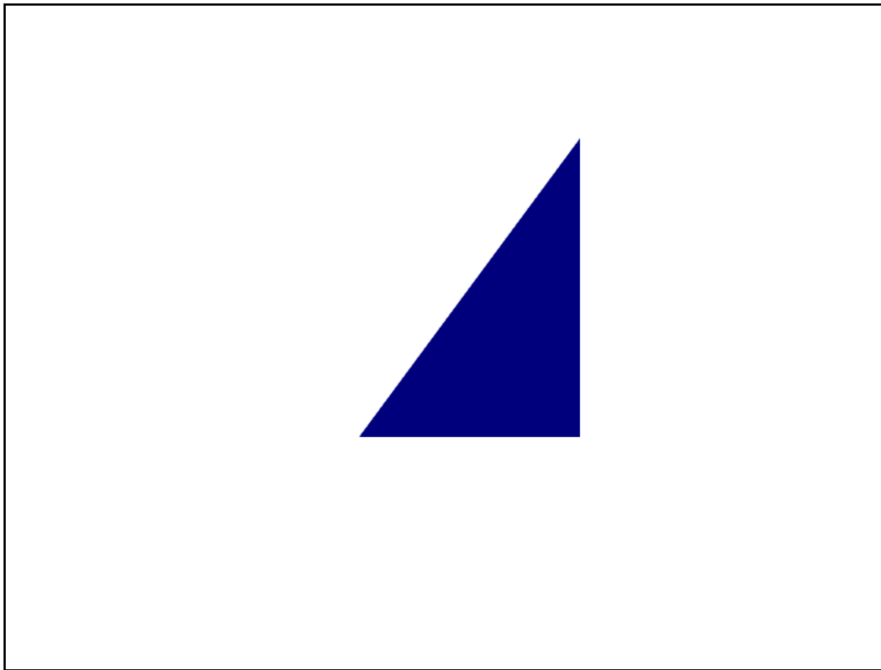
Drawing to the Screen

- Clear the canvas and make the background white
- Clear the color buffer
- Draw the points on the screen

```
gl.clearColor(1, 1, 1, 1);  
gl.clear(gl.COLOR_BUFFER_BIT);  
  
const mode = gl.TRIANGLES;  
const first = 0;  
const count = coordinates.length / 2; // 2 coordinates per point  
gl.drawArrays(mode, first, count);
```

Result: Hello WebGL World

You should see a dark blue triangle on the canvas.



Congratulations, you've created your first WebGL scene!