







Etape 1

• Etudier les différentes technologies de rendu graphique dans un navigateur

Etape 2

 Sélectionner la technologie qui permet de réaliser le projet

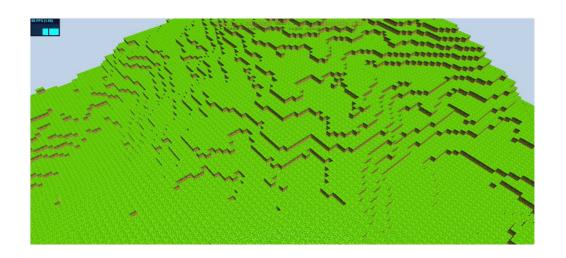
Etape 3

• Programmation en vue du rendu final

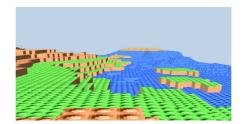


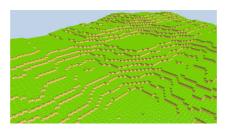


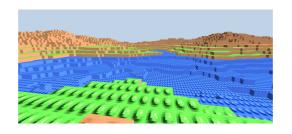


















```
if (h <= -3) {
    LouLayer.merge(pyTmpGeometry, matrix);
    merge(matrix, LouLayer, pxTmpGeometry, nxTmpGeometry, pzTmpGeometry, nzTmpGeometry, values);
}
else {
    if (h <= 0) {
        MiddleLayer.merge(pyTmpGeometry, matrix);
        merge(matrix, MiddleLayer, pxTmpGeometry, nxTmpGeometry, pzTmpGeometry, nzTmpGeometry, values);
}
else {
        HighLayer.merge(pyTmpGeometry, matrix);
        merge(matrix, HighLayer, pxTmpGeometry, nxTmpGeometry, pzTmpGeometry, nzTmpGeometry, values);
}
</pre>
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this.omboustOwn = function ( event ) {
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        vent.stepProspation();
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        this.demilseer the document ) {
        this.demilseer.funca();
    }

    vent.proceediffical();
    sevent.stepProcepation();
    if ( this.articlean() {
        sevent.stepProcepation();
    if ( this.articlean() {
        sevent.stepProcepation();
        this.demilsee();
        this.articlean() {
        sevent.stepProcepation();
        this.articlean() {
        sevent.stepProcepation();
        this.articlean() {
        this.article
```

