WebGL

WebGL Report(Version): https://webglreport.com/?v=1

<canvas> element in HTML: https://www.w3schools.com/html/html5_canvas.asp

References: https://developer.mozilla.org/en-US/docs/Web/API/WebGL_API/Tutorial

Node.js

Node.js is an open source server environment

Node.js allows you to run JavaScript on the server

Node.js uses asynchronous programming, eliminates the waiting and simply continues with the next request.

Download Node.js: https://nodejs.org/en/

Complete downloading test: https://www.w3schools.com/nodejs/nodejs_get_started.asp

NPM is a package manager for Node.js packages, or modules if you like.

www.npmjs.com hosts thousands of free packages to download and use.

The NPM program is installed on your computer when you install Node.js

Downloading packages command: npm install *package_name*

Reference: https://www.w3schools.com/nodejs/default.asp

Three.js

Three components: scene, camera, renderer

Installation guideline: https://threejs.org/docs/index.html#manual/en/introduction/Installation

npm install –prefix . three

Node.js http-server commands:
npm install http-server -g
http-server . -p 8000

Search all processes running on a specific port: lsof -i :{port}
Kill -9 {pid}

Geometry Components:
Cylinder: https://threejs.org/docs/#api/en/geometries/CylinderGeometry
Dodecahedron: https://threejs.org/docs/#api/en/geometries/DodecahedronGeometry
Sphere: https://threejs.org/docs/#api/en/geometries/SphereGeometry
Box: https://threejs.org/docs/#api/en/geometries/BoxGeometry
Torus: https://threejs.org/docs/#api/en/geometries/TorusGeometry

Reference: https://threejs.org/docs/index.html#manual/en/introduction/Creating-a-scene

Dat GUI

npm install –prefix . dat.gui

Reference: https://sbcode.net/threejs/dat-gui/