Computer graphics Tutorial 4

WebGL and ThreeJS

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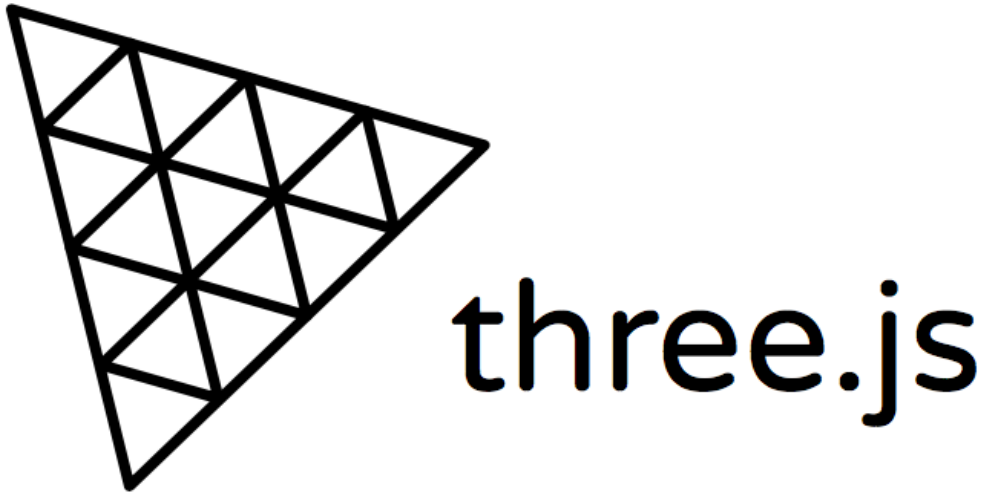
CVIT

- API (Application programming interface)
- rendering 2D and 3D graphics (vectors).
- interacts with GPU for Hardware accelerated rendering
- Managed by Khronos Group.

- Web Graphics Library (WebGL)
- Javascript API
- Use of GPU-accelerated physics and image processing and effects.
- Graphics code and logic is written in JavaScript.
- HTML 5
- DOM (document object model)
- Canvas element.

```
<canvas id="example" width="200" height="200">
    This text is displayed if your browser does not support HTML5 Canvas.
</canvas>
```

- WebGL is widely supported by modern browsers.



- High level Javascript Library which uses WebGL.
- WebGL is a low-level graphics API created specifically for the web.
- https://threejs.org/

Setup/ Running three.js

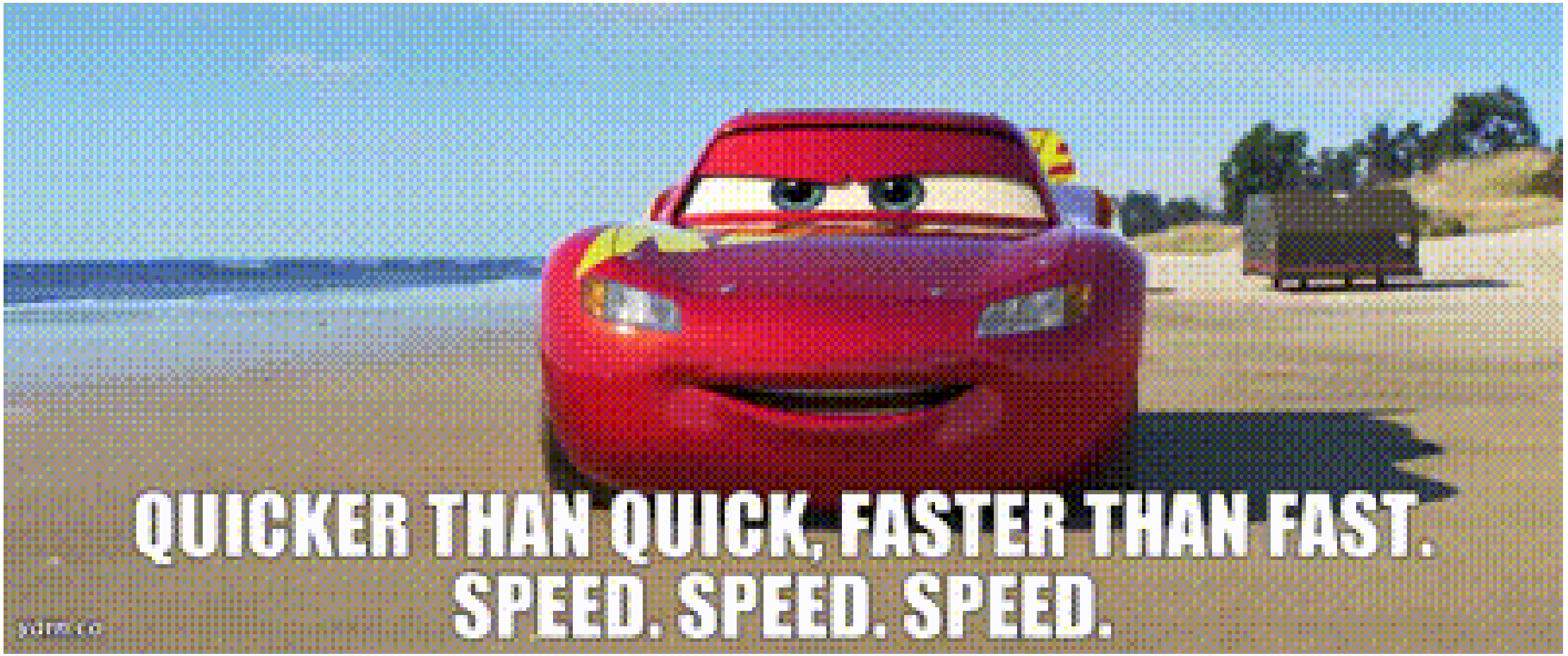
- We will use npm to install Threejs library
  - npm install three
  - npm install webpack
  - sudo npm -g install servez
  - Servez .

Webpack is **a static module bundler used for JavaScript applications**.

It is made primarily for JavaScript.

https://webpack.js.org/

Assignment 2



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