



La API de JavaScript que nos permite renderizar videojuegos 3D en navegadores

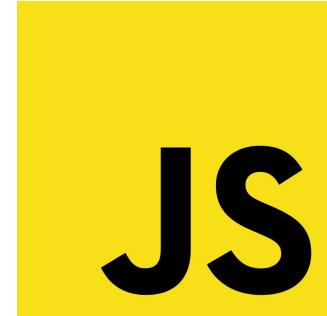
Sergio Garzon

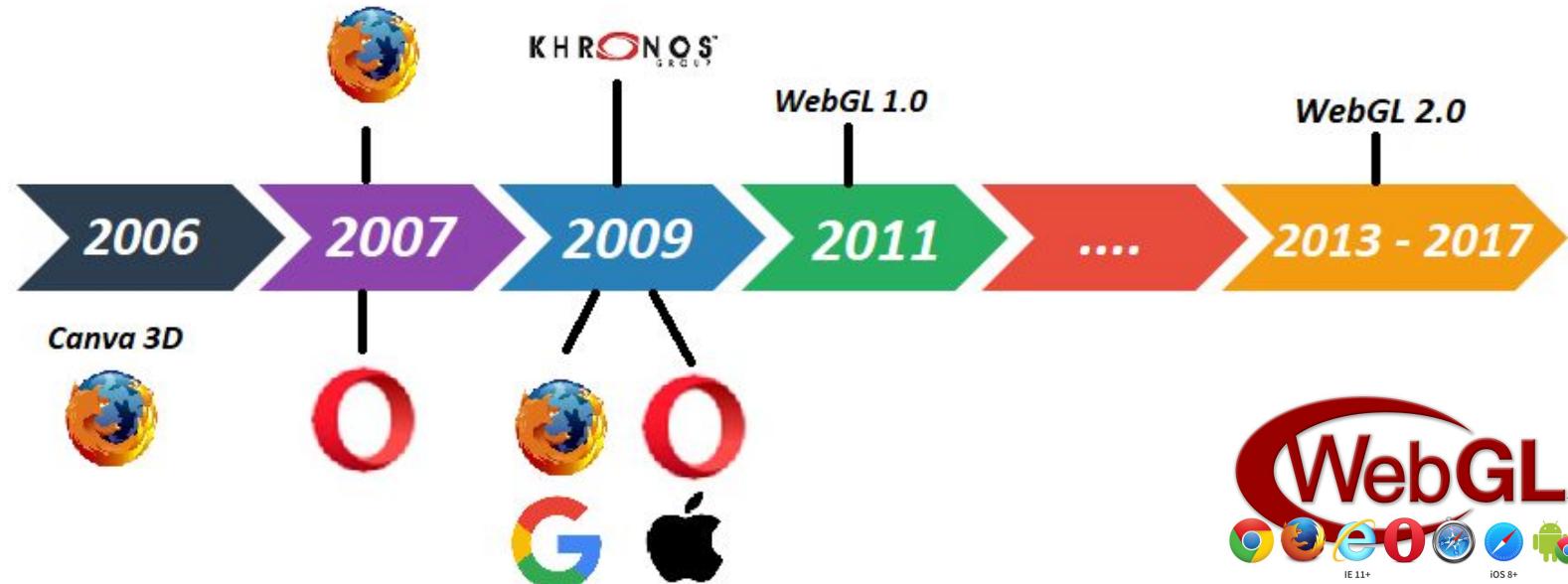
- Desarrollador de Software
- Desarrollador de Videojuegos
- Docente de Programación

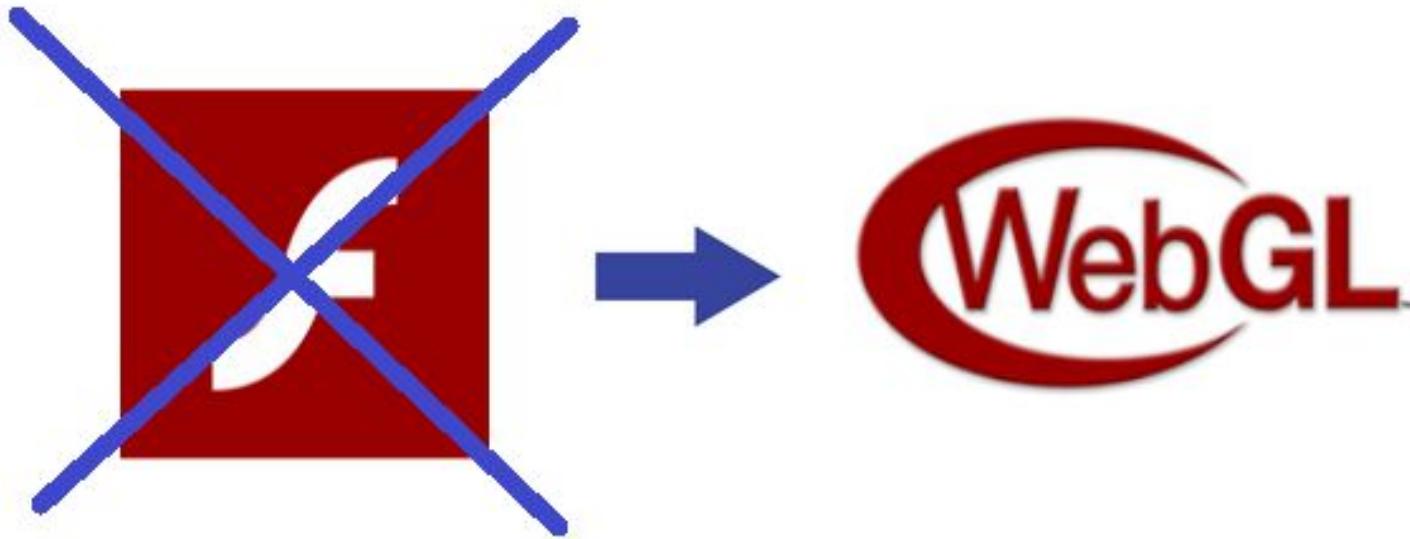


¿Qué es ?

- API implementada en JavaScript
- Nació en 2011 a partir de  2.0
- Trabaja desde el elemento Canvas



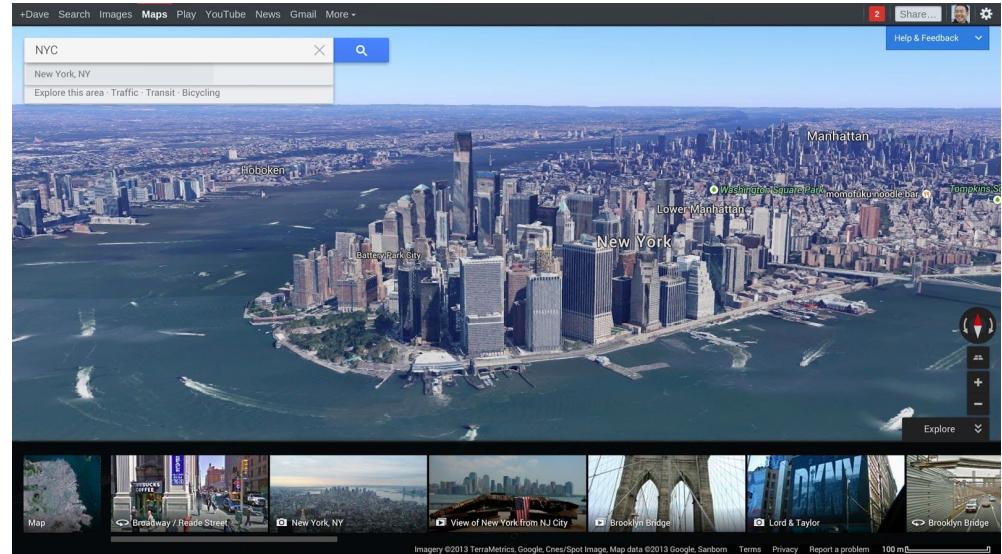




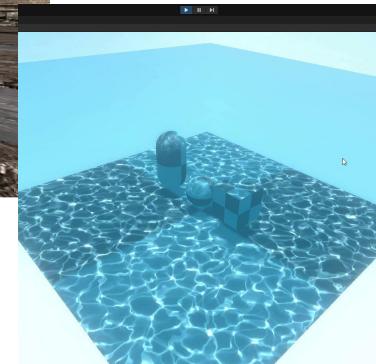
Renderizamos Gráficos en el Navegador

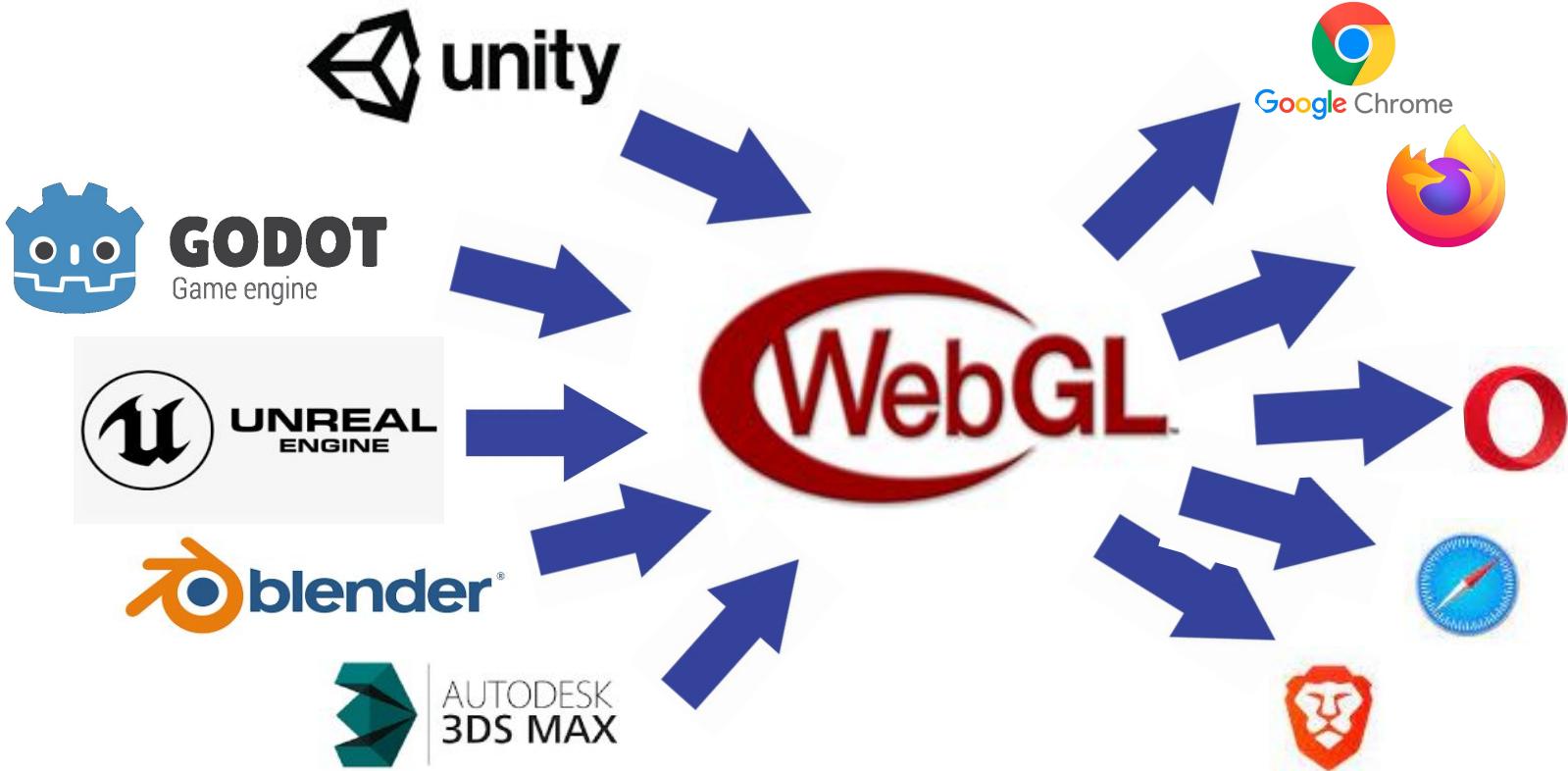


WebGL en Google Maps



WebGL para Videojuegos



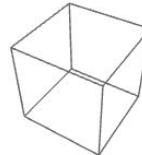


Compatibilidad de WebGL con el navegador

<https://get.webgl.org/>

Your browser supports WebGL

You should see a spinning cube. If you do not, please
[visit the support site for your browser](#).



Check out some of the following links to learn more about WebGL and to find more web applications using WebGL.

[WebGL Wiki](#)

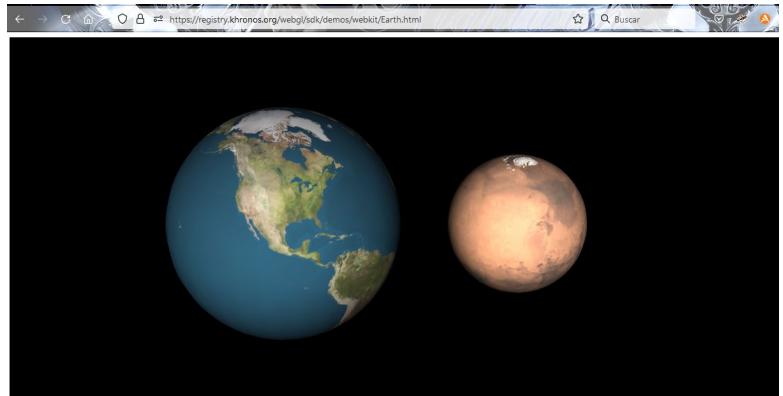
Want more information about WebGL?

[khronos.org/webgl](#)

VEAMOS EJEMPLOS:

<https://webglsamples.org/>

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



MUCHAS GRACIAS



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