PhiloGL, Procedural generation, and graphical web applications.

Oh boy.

It’s 2am, I have a c++ exam at 13:30 today. I can’t sleep, I want to write a procedurally generated terrain program, I want it on my website. I won’t sleep until I figure things out.

OpenGL is an open graphics library, a widely accepted standard and commonplace in HTML5 websites. It is natively tricky to work with, so frameworks are recommended. Knowing nothing about frameworks, OpenGL, or much about javascript, I picked from a hat (or the one with a pretty website). PhiloGL is a pretty good starting point.

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