

Loading Models from file.

Requirements:

- 3D Mesh Model – in JSON format
- Webserver to process the **fetch()** HTTP asynchronous request.

Each index of ModelAttributeArray would have its own draw() call. For example

- ModelAttributeArray[idx] would contain: (don't forget to cast them as Float32Array)
  - Vertices ( floats)
  - Normal ( floats)
  - Indices (unsigned short)
  - Texture coordinates ( floats) if available

Assumes you know how to:

- create attribute buffers
- Index buffers
- Textures

Previously:

We hard coded **attributes**

- vertices
- normals
- uv coordinates
- textcoordinates

**Uniforms**

- ambient materials
- diffuse materials
- specular materials
- shiniess
- texture images

Now you will use 3D Mesh Model (in JSON format) for your data. No more hard coding or program generated data.

Sample code does not handle textures. You have to provide the logic for this capability

All attributes and/or uniforms may not be available for free models. You have to check

3D Mesh Model

- crate.json -- cube with a texture