

JAVASCRIPT INTEGRATION

```
<html>
<script type="text/javascript">
function main() {
  var canvas = document.querySelector("#glCanvas");
  var gl = canvas.getContext("webgl2");
  gl.clearColor(0.0, 0.0, 0.0, 1.0);
  gl.clear(gl.COLOR_BUFFER_BIT);
}
</script>

<body onload="main();">
  <canvas id="glCanvas" width="640" height="480"></canvas>
</body>
</html>
```

EXAMPLE

<https://github.com/alexanderbock/webgl-examples>