

# JAVASCRIPT

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- Dealing with WebGL2
  - Based on OpenGL ES 3.0
  - Biggest compatibility with modern OpenGL for Desktops
- Useful libraries
  - <https://github.com/toji/gl-matrix>
    - Provides easy matrix operations on the JavaScript side
  - <https://github.com/frenchtoast747/webgl-obj-loader>
    - Library for loading OBJ models