

JAVASCRIPT

- 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

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>
```