



COMPUTER GRAPHICS - WEBGL - LIBRARIES

AUDIO VISUAL PROGRAMMING

SESSION STRUCTURE

- ▶ Project planning, tech, and workflow
- ▶ Reflective activity
- ▶ Introduction to Computer Graphics and WebGL
- ▶ Break

1 HOUR

SESSION STRUCTURE

- ▶ WebGL: example code follow along
- ▶ Canvas2D: interacting with shapes
- ▶ Three.js: 3D examples
- ▶ Break optional activity

1 HOUR

WORKSHOP STRUCTURE

BREAK

45 MINUTES

SESSION STRUCTURE

- ▶ WebGL, Canvas2D, Three.js discussion
- ▶ Images, filters, and manipulating pixels
- ▶ Break

1 HOUR

SESSION STRUCTURE

- ▶ Canvas2D: example code follow along
- ▶ Canvas2D: kernel convolution
- ▶ Questions and end of session

1 HOUR

WORKSHOP RESOURCES

<https://github.com/andyfication/audio-visual-programming>

GITHUB