

Advanced JS

Beyond SVG!

Raster vs. Vector (again)

Canvas vs. WebGL

Frameworks Blending Data and Physics

Just a few that support WebGL:

- Pixi.js
- THREE.js
- Unity (and other gaming frameworks)

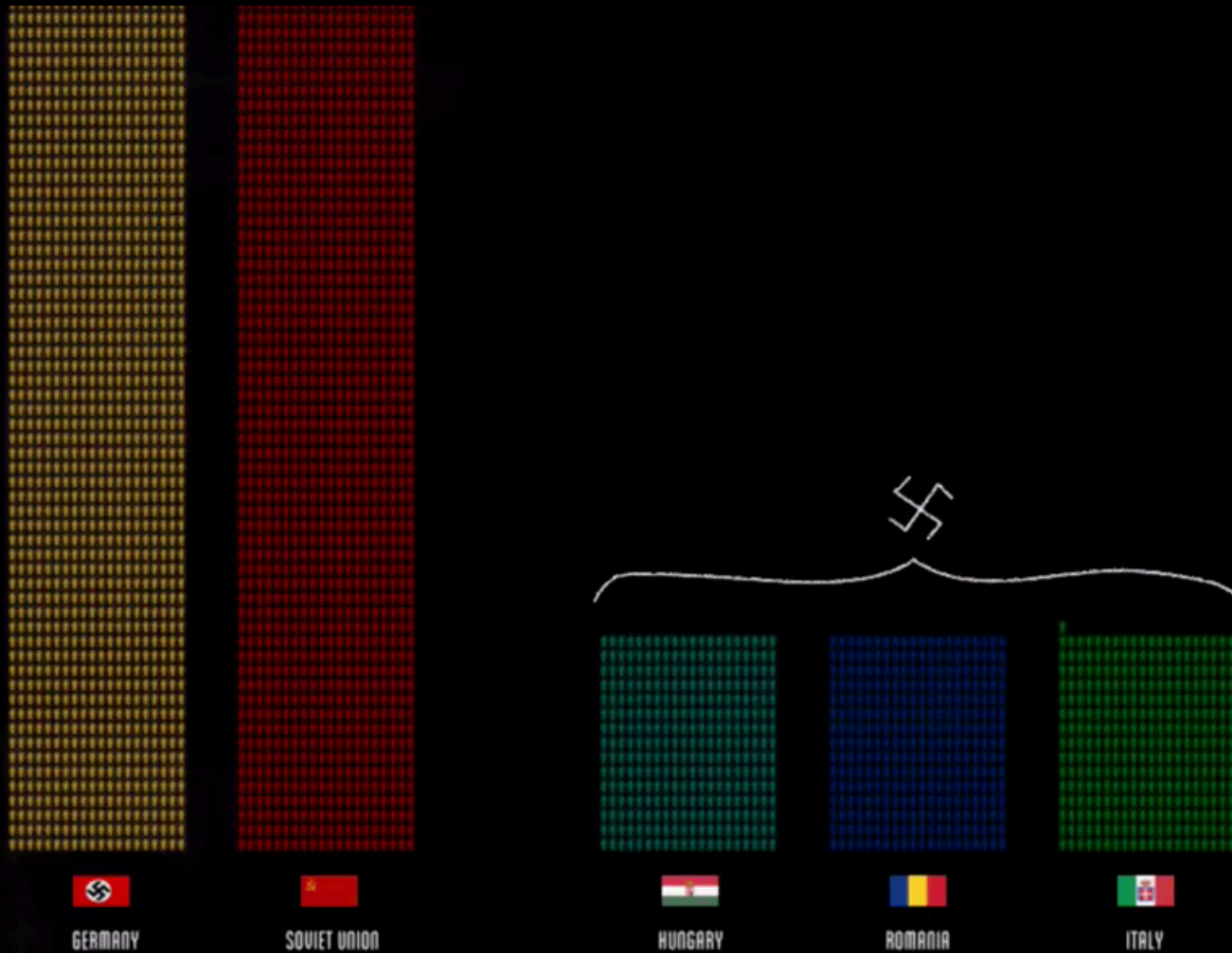
WebGL API

JS API for cross-platform use of
HTML5 Canvas

https://developer.mozilla.org/en-US/docs/Web/API/WebGL_API

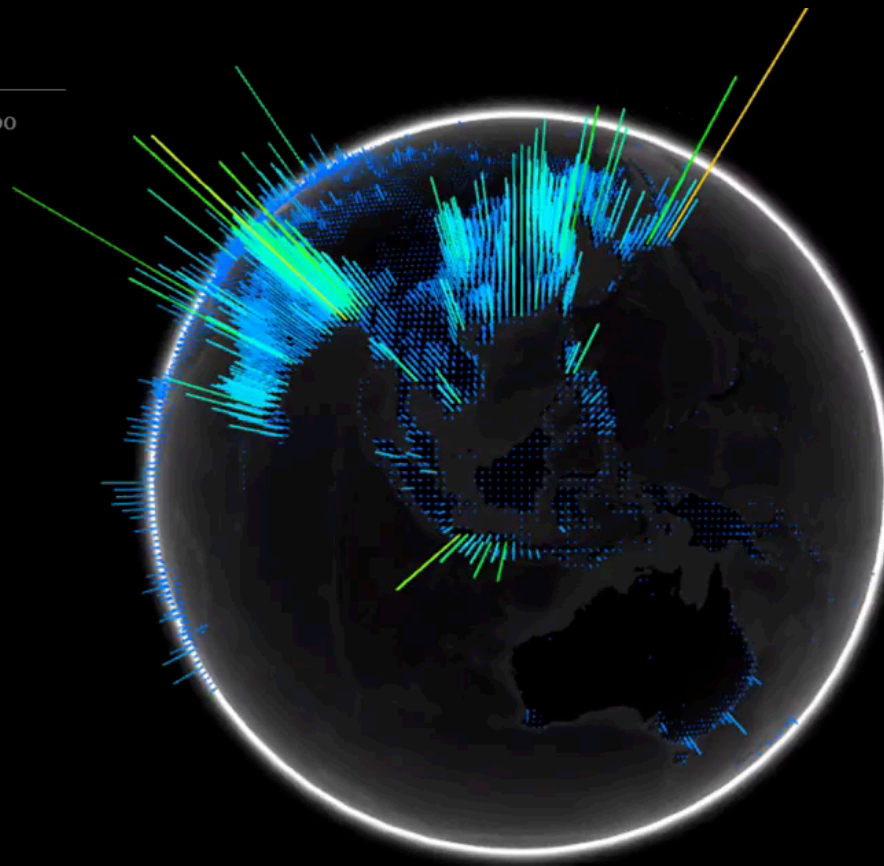
THE Fallen OF World War II





World Population

1990 1995 2000



This is a
Chrome
Experiment

Global Arms Trade

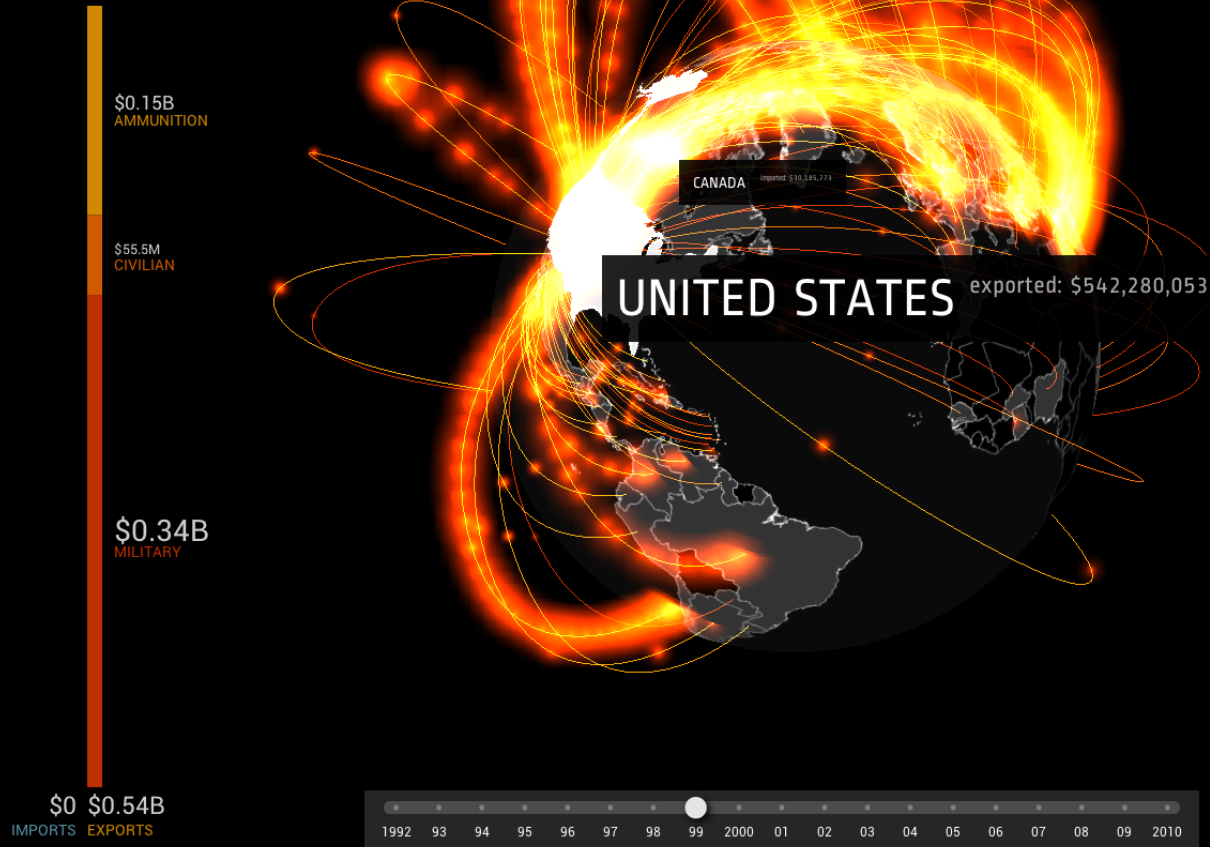
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Open Controls

UNITED STATES

SEARCH

ABOUT



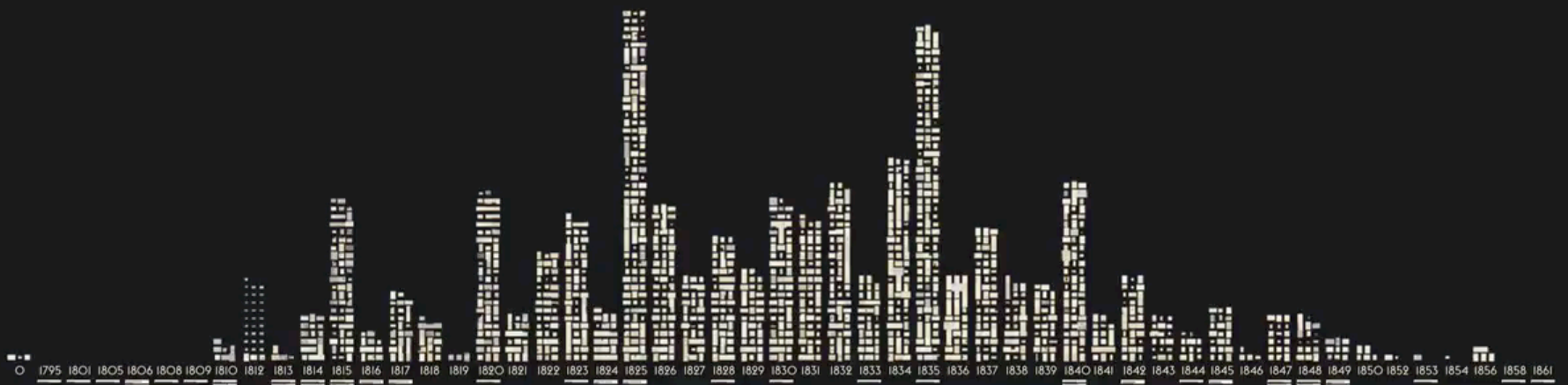
TEXT
 SITE PLAN
 SQUIGGLES
 SANSSOUCHI PARK
 SACRED BUILDINGS
 ST. NICHOLAS' CHURCH
 SECTION
 SKETCH OF HEAD
 RELIGIOUS
 PALAIS WILHELM I
 POTSDAM
 PROFANE
 PALACE
 ORNAMENT
 NOBLEMAN
 NUMERALS
 MALE
 MONUMENT FOR FREDERICK II
 MONASTERY ON BRAUHAUSBERG
 LANDSCAPE
 LUSTGARTENFORUM
 LUSTGARTEN
 LITERARY ADAPTATION
 ITALY OR ITALIAN STYLE
 INTERIOR
 HEILIGGEISTKIRCHE
 HUMAN FIGURE
 GARRISON CHURCH
 GOTHIC STYLE
 GENERAL
 GROUNDPLAN
 GERMAN
 FEMALE
 ERASMUS CHAPEL
 DIRECTORY OF LECTURES
 COURT GARDEN
 CHARLOTTENHOF
 CENTRAL BUILDING
 CALLIGRAPHY
 CATHEDRAL AT LUSTGARTEN
 CITY
 CHURCH
 BASILICA
 BUILDING ELEMENT
 BELRIGUARD PALACE
 BERLIN
 BIBLICAL
 BASILICA STYLE
 ANTIQUE COUNTRY VILLA
 ARCHITECTURE
 ARTS AND CRAFTS

TIME

TSNE

GRID

i



Bleeding Edge



Berkeley SCHOOL OF
INFORMATION