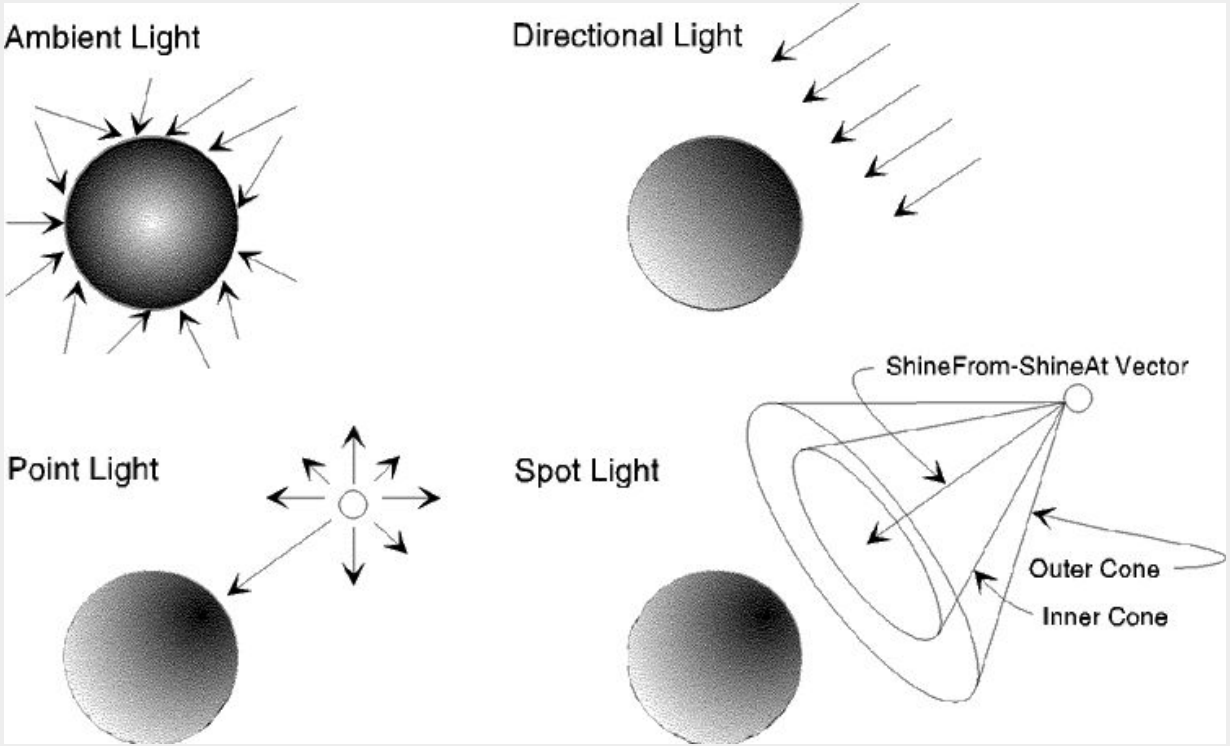
EngSoc Presents

WebGL Workshop

Fall 2017

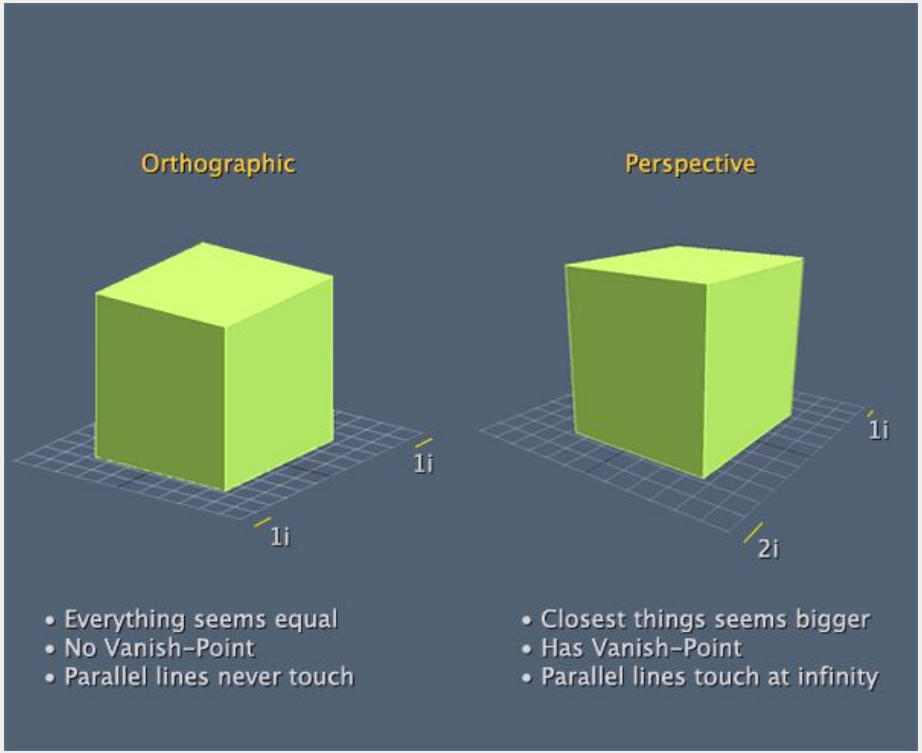
Prepared by Deniza Malataeva

Types of Lighting



Taken from https://shanereeves3d.wordpress.com/

Camera Views



Taken from http://blog.db-in.com/cameras-on-opengl-es-2-x/

Materials

Normal

Basic

Phong

Lambert

Toon

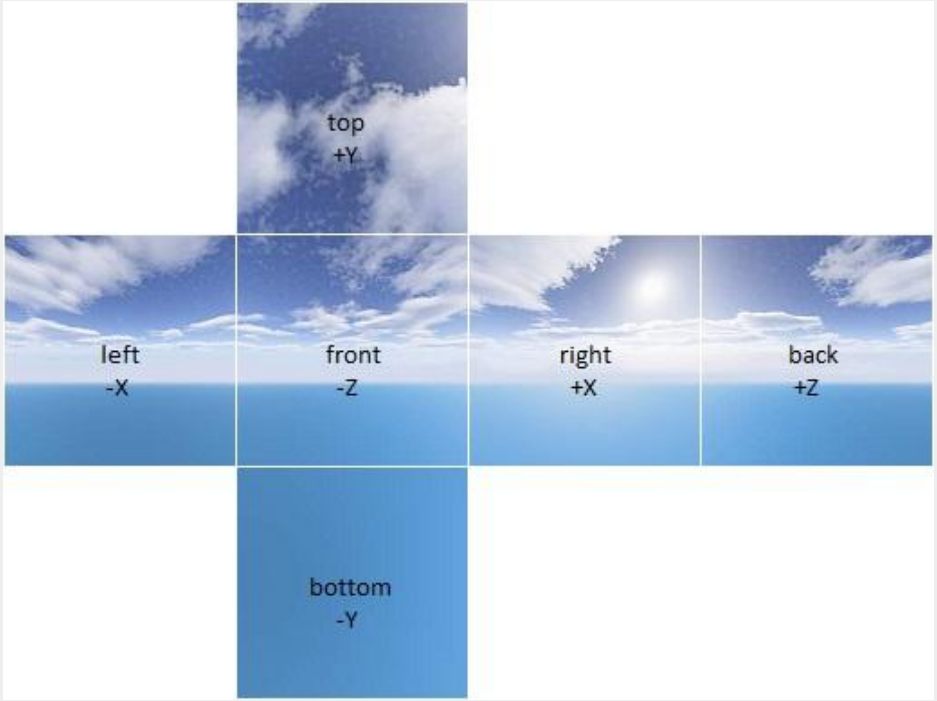
Physical

Standard

For examples of these materials and how they look while changing camera perspective and position, look into file ‘materials’ from the official three.js examples

https://threejs.org/examples/webgl_materials.html

Cubemaps



Taken from https://darrensweeney.net/2015/12/17/opengl-skybox-rendering/

Cubemaps - six square projections of an environment which are placed in a cube formation. This creates an augmented environment view for the user.

Cubemaps are implemented in WebGL using the CubeTextureLoader.