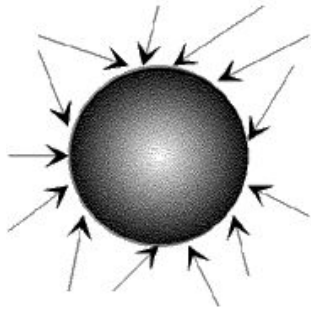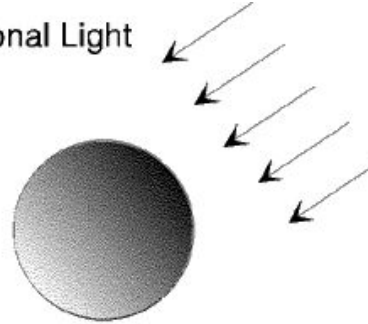WEBGL WORKSHOP

Types of Lighting

Ambient Light

Directional Light

Point Light

Spot Light

ShineFrom-ShineAt Vector

Outer Cone

Inner Cone

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

Camera Views
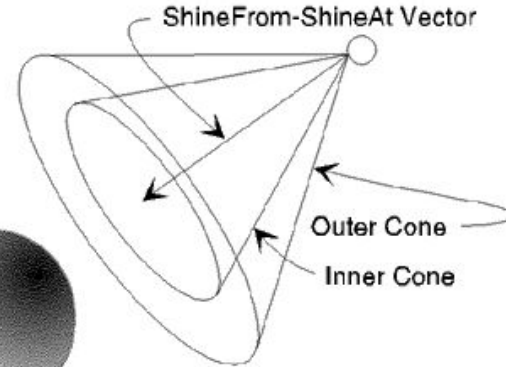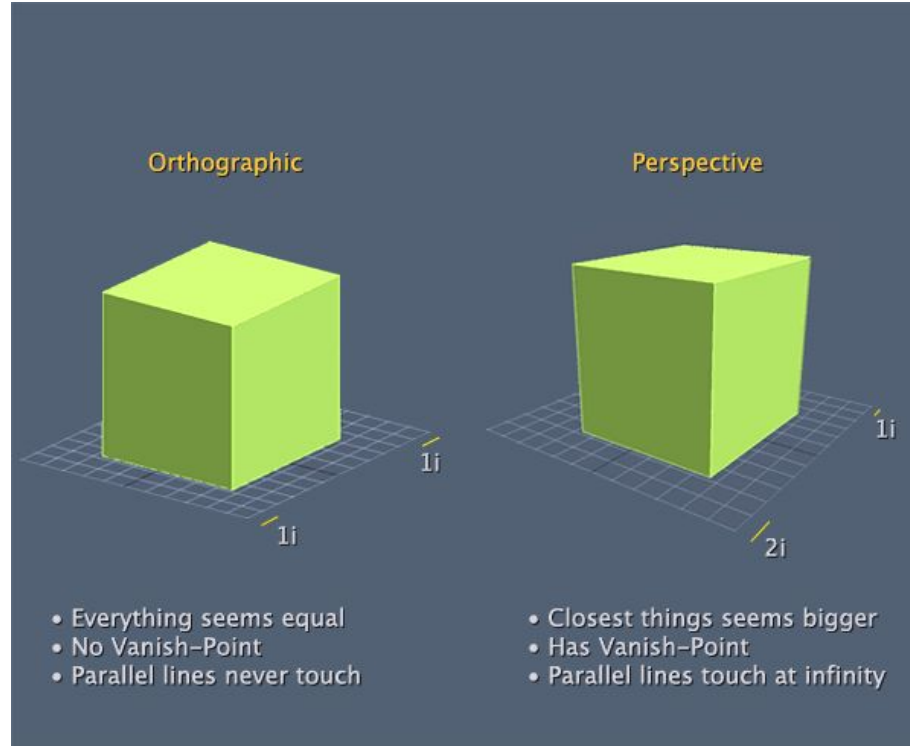

Orthographic

1i

1i

- Everything seems equal
- No Vanish-Point
- Parallel lines never touch

Perspective

1i

2i

- Closest things seems bigger
- Has Vanish-Point
- Parallel lines touch at infinity

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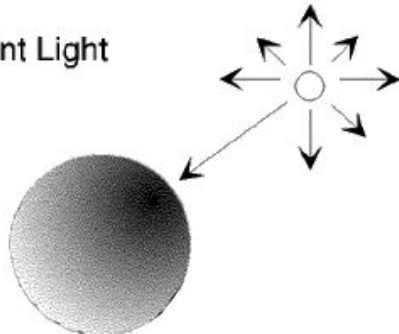
Materials

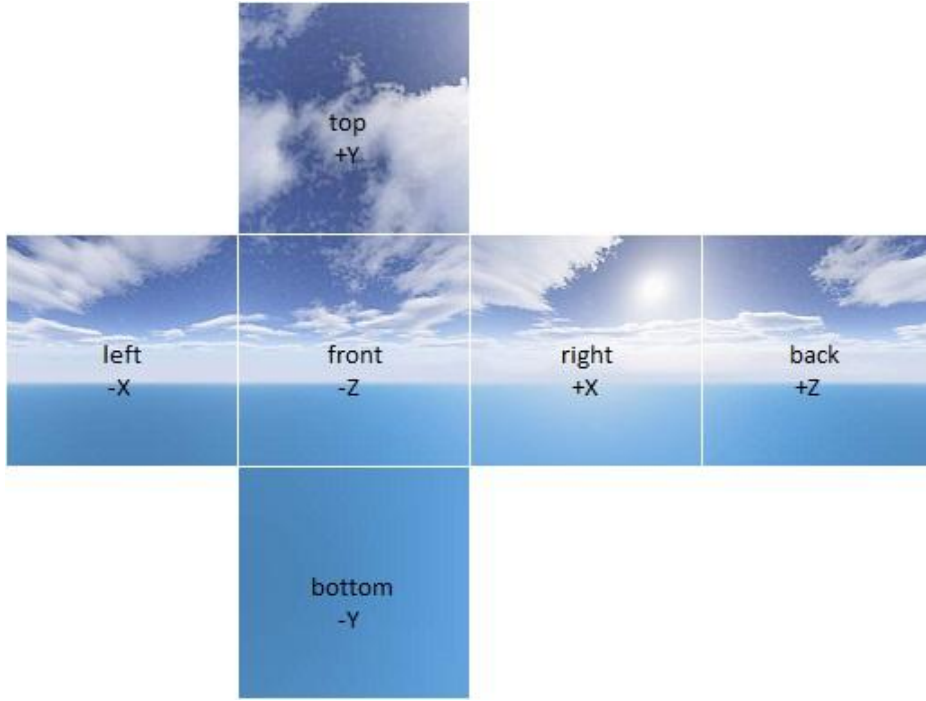Normal   Toon

Basic   Physical

Phong   Standard

Lambert

For examples of all, look into file 'materials' from the official three.js examples

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

Cubemaps

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.