



Initial released date 2013 and continued development. Created by David Catche.

Library Overview

The library is used for 3D modeling based on WebGL. Through the use of scenes that contain the world we are building, models in the scene that are created by meshes of triangles and facets, a camera to view these objects, lighting to illuminate the world.



Main Features

- Transparent WebGL/GPU Support
- Easy navigation
- Native collision engine
- Physics engine
- Scene picking
- Anti-aliasing
- Particles/solid particle system
- Native host
- Complete scenes
- Animation engine
- Sprites & 2D layers
- Complete audio engine

Integrated Tools

