

3D Web App Creation



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Why use Web technologies for 3D?

- **mobile** experiences
- **open** technology stack
 - **cross-platform**, no installation, no app store
 - open source
 - **non-proprietary** (unlike Unity or Unreal Engine)
 - **free**
- leverage many other existing web APIs

Steps

- Run
- Debug
- Build
- Modify
- Create

Run: check your drivers

- Update your graphics card drivers if possible
- **Linux:** if your GPU is not properly detected, [uninstall NVIDIA drivers](#) and use the default ones provided by Ubuntu

```
sudo apt-get remove --purge '^nvidia-.*'  
sudo apt-get install ubuntu-desktop  
sudo rm /etc/X11/xorg.conf  
echo 'nouveau' | sudo tee -a /etc/modules  
reboot
```

Run: testing on your mobile

- Check that your smartphone can read [QR codes](#)
- iOS : default Camera app
- Android
 - use Google Chrome + scan button
 - or install a **trustworthy** QR code scanning app like [Trend Micro](#)
- Other 100% web based alternatives
 - webqr.com
 - qrcodescan.in

Debug

- There will be bugs :) 
- F12
- debugger statement
- Tips:
 - <https://webglfundamentals.org/webgl/lessons/webgl-setup-and-installation.html>
 - <https://threejs.org/manual/en/debugging-javascript.html>
 - <https://www.khronos.org/webgl/wiki/Debugging>

Build: tools

- Web development
 - browser (Firefox, Chrome, Safari Mobile)
 - Git (optional yet extremely useful)
 - editor (VSCode), or [Glitch](#) (slow, but no installation needed!)
- Technologies: HTML, JS, CSS, WebGL, THREE.js
- Optional:
 - OpenStreetMap, OpenLayers, CesiumJS, [Géoservices IGN](#)

Browser installation

- Firefox installed by default
 - should be enough!
- Chrome
 - to test compatibility as well as some special features
 - install latest version (97+) on mobile
 - you may install Chromium on your desktop
 - open-source without proprietary services

```
sudo apt-get install chromium-browser
```

Git installation

```
sudo apt-get install git  
  
git config --global user.name "myusername"  
git config --global user.email myname@mymailprovider.com
```

VSCode installation

```
sudo apt update  
sudo apt install software-properties-common apt-transport-https wget  
  
wget -q https://packages.microsoft.com/keys/microsoft.asc -O- | sudo apt-key add -  
  
sudo add-apt-repository "deb [arch=amd64] https://packages.microsoft.com/repos/vscode stable main"  
  
sudo apt install code
```

Remove GPG warnings

```
sudo gpgconf --kill dirmngr  
sudo chown -R $USER:$USER ~/.gnupg
```

Customize VS Code

- Avoid UI blinking by changing the settings:

```
set window.titleBarStyle to custom
```

- Recommended extensions
 - [Live Server](#)
 - [Git Graph](#) and/or [Git Lens](#)
 - [glTF Model Viewer, glTF Tools](#)
 - [WebGL GLSL Editor, glsl-canvas](#)
 - [Todo Tree, Color Highlight](#)



Settings ×



format

File > Settings > Format on Save ★

83 Settings Found



User Settings Workspace Settings



Commonly Used (1)

- ▲ Text Editor (8)
 - Cursor (2)
 - Formatting (4)
- ▲ Workbench (1)
 - Editor Managem... (1)
- ▲ Features (2)
 - Terminal (2)
- ▲ Extensions (71)



CSS (9)

Emmet (1)

HTML (12)

JSON (2)

LESS (6)

Npm (1)

SCSS (Sass) (7)

TypeScript (33)



Editor: Format On Paste

Controls whether the editor should automatically format the pasted content. A formatter must be available and the formatter should be able to format a range in a document.

Editor: Format On Save

Format a file on save. A formatter must be available, the file must not be saved after delay, and the editor must not be shutting down.

Editor: Format On Save Timeout

Timeout in milliseconds after which the formatting that is run on file save is cancelled.

750

Editor: Format On Type

Controls whether the editor should automatically format the line after typing.

Editor > Parameter Hints: Enabled

Enables a pop-up that shows parameter documentation and type information as you type.

Development environment setup

- Files cannot be loaded from disk without a user action
- **CORS: Cross Origin Resource Sharing**
 - one of the many web browser security measures

→ need to run a server like Live Server, or:

```
$ cd /home/somedir  
$ python -m SimpleHTTPServer
```

And then point your browser at `http://localhost:8000`

Glitch: online interactive editor

- <https://glitch.com/>
- [THREE.js example](#)

But also [VSCode.dev](#), Codepen.io, Repl.it etc.

WebGL Exercices

inspired by

- [webglacademy](#)
- [webglfundamentals](#) ★
- [webgl2fundamentals](#)

Check that WebGL is supported

- <https://caniuse.com/webgl>
- <https://webglreport.com/>

Reminder: Minimalistic web page

```
<!DOCTYPE html>
<html>

<head>
    <meta charset='utf-8'>
</head>

<body>
</body>

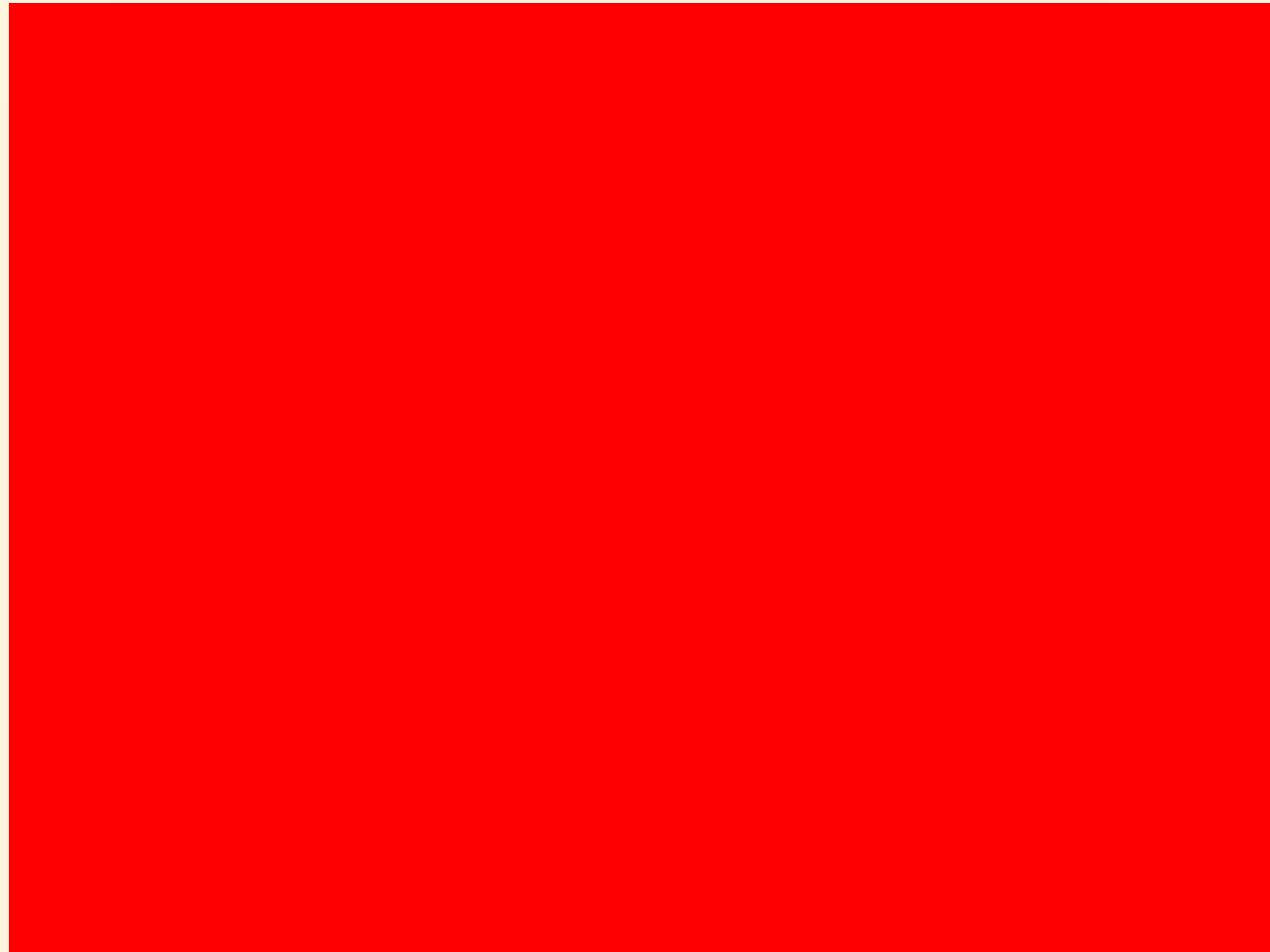
</html>
```

Reminder: Minimalistic drawing program using the Canvas API

```
<!DOCTYPE html>
<html>

<head>
    <meta charset='utf-8'>
</head>
<body>
    <canvas width='640' height='480'></canvas>
    <script>
        const canvas = document.querySelector('canvas');
        const ctx = canvas.getContext('2d'); // get 2D rendering context, on which we'll draw
        ctx.fillStyle = 'rgba(255, 0, 0, 1)'; // a.k.a. 'red': opaque red
        ctx.fillRect(0, 0, canvas.width, canvas.height); // uses current color
    </script>
</body>

</html>
```



"There Is Also Canvas"

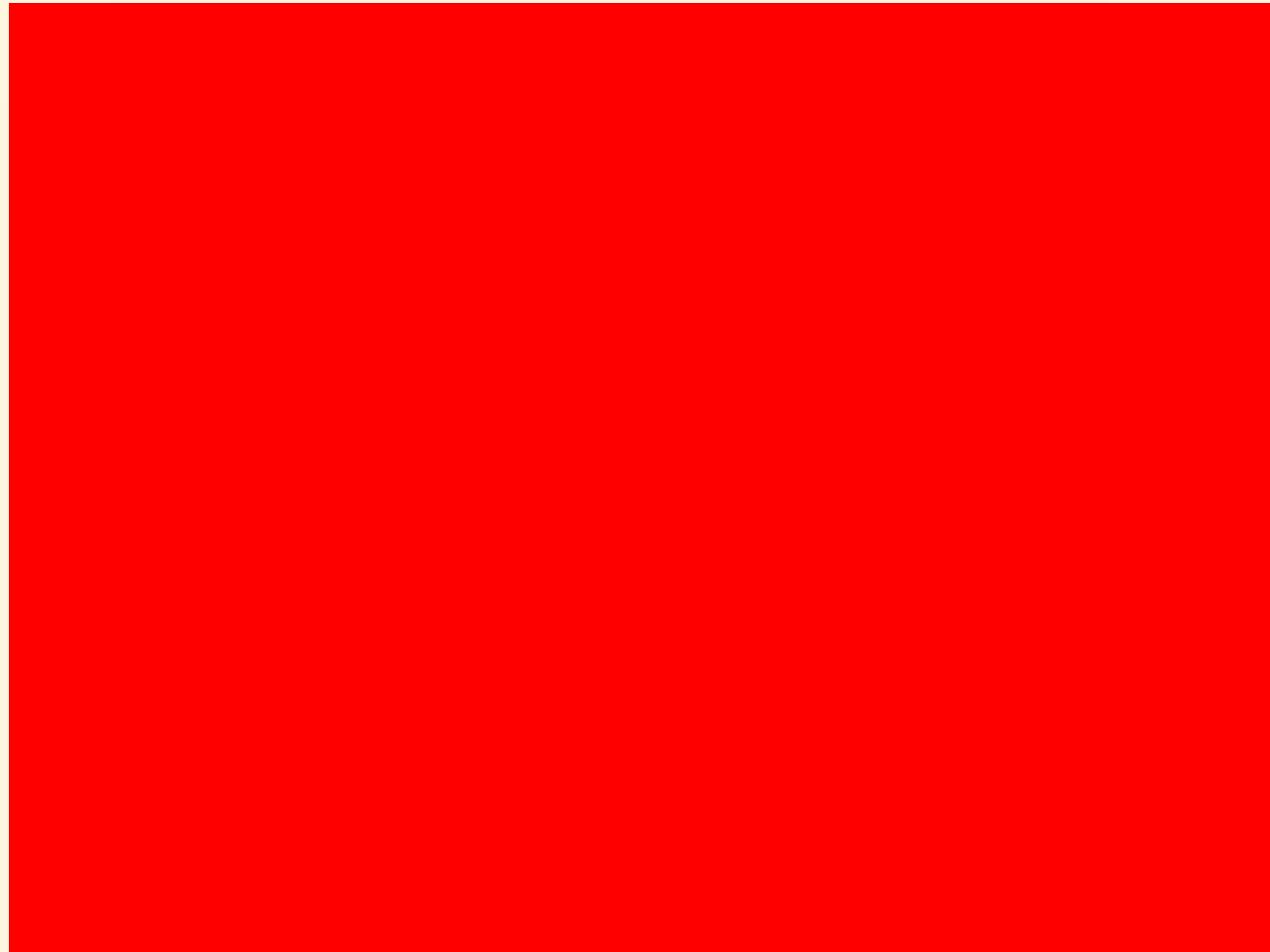
Bruno Imbrizi



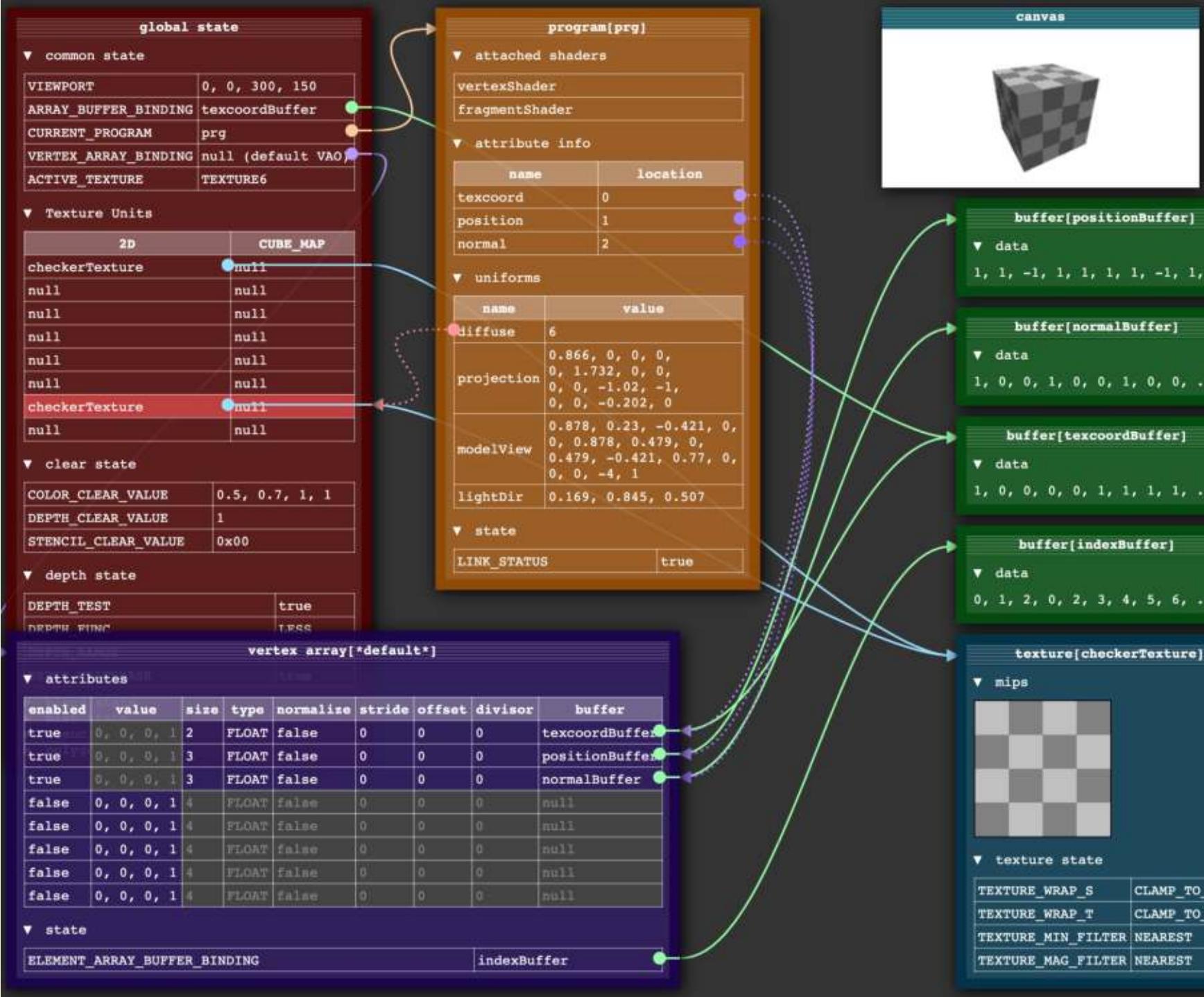
Minimalistic WebGL program: to ensure that everything works fine

⚠️ **no error checks**, for clarity reasons (*don't do this at home!* 😊)

```
<!DOCTYPE html>
<html>
<head>
  <meta charset='utf-8'>
</head>
<body>
  <canvas width='640' height='480'></canvas>
  <script>
    const canvas = document.querySelector('canvas');
    /** @type {WebGLRenderingContext} */
    const gl = canvas.getContext('webgl'); // instead of '2d'
    gl.clearColor(1., 0., 0., 1.); // RGBA: opaque red
    gl.clear(gl.COLOR_BUFFER_BIT); // uses current color (state machine)
  </script>
</body>
</html>
```



States



Minimalistic "useful" program: shaders, but no vertex buffer yet

Add this code after `gl.clear`:

```
// vertex shader
const vs_source = `

void main() {
    gl_Position = vec4(0., 0., 0., 1.); // center
    gl_PointSize = 120.0;
}`;

// fragment shader
const fs_source = `

precision mediump float;

void main() {
    gl_FragColor = vec4(0., 1., 0., 1.); // green
}`;
```

Additional code: useful functions (still no error checks!)

```
function buildShader(gl, shaderSource, shaderType) {  
    const shader = gl.createShader(shaderType); // Create the shader object  
    gl.shaderSource(shader, shaderSource); // Load the shader source  
    gl.compileShader(shader); // Compile the shader  
    return shader;  
}  
  
function createProgram(gl, shaders) {  
    const program = gl.createProgram();  
    shaders.forEach(function(shader) {  
        gl.attachShader(program, shader);  
    });  
    gl.linkProgram(program);  
    return program;  
}
```

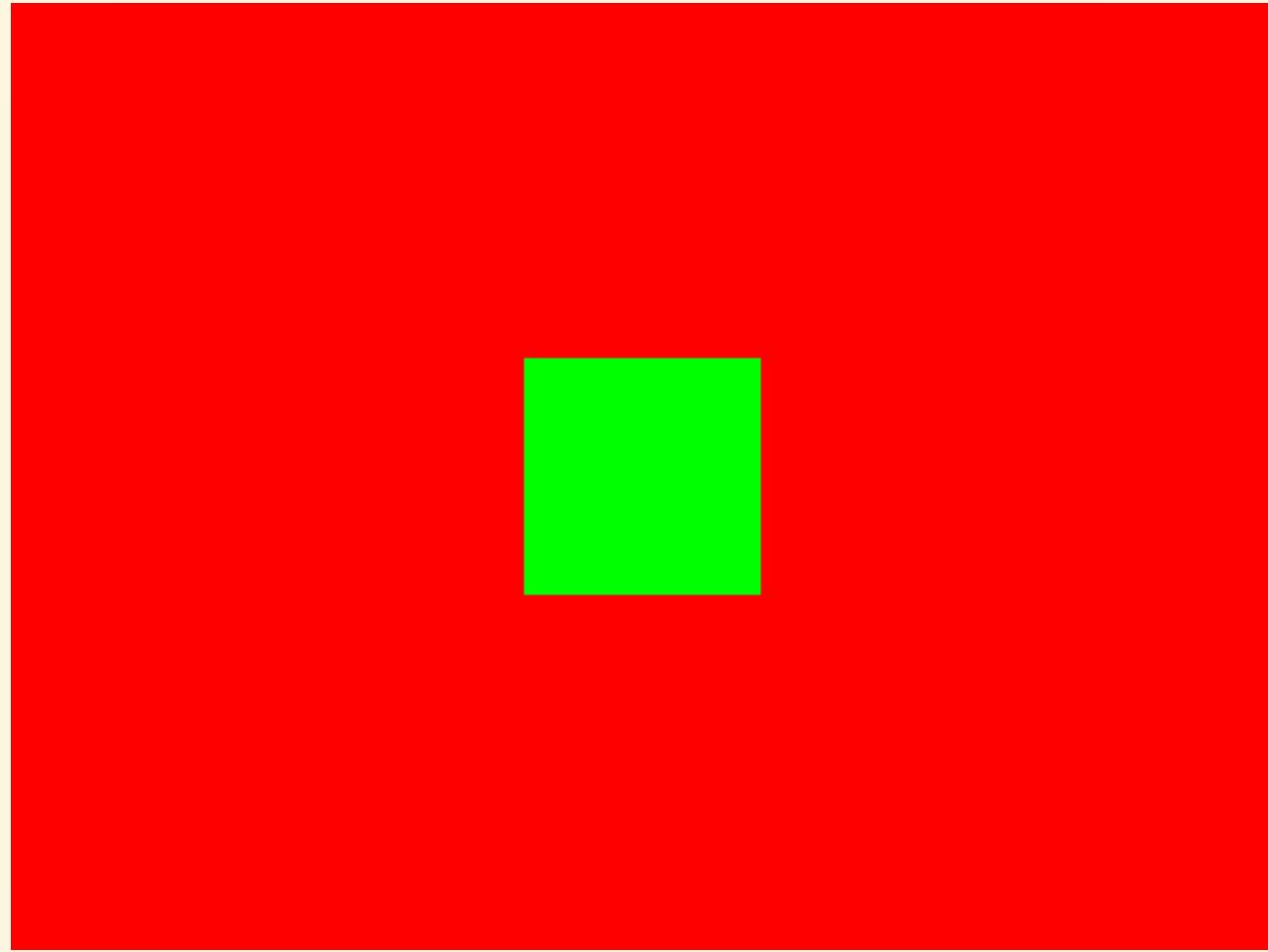
Finally : load shaders, program and render

```
// load and compile the shaders
const vs = buildShader(gl, vs_source, gl.VERTEX_SHADER);
const fs = buildShader(gl, fs_source, gl.FRAGMENT_SHADER);

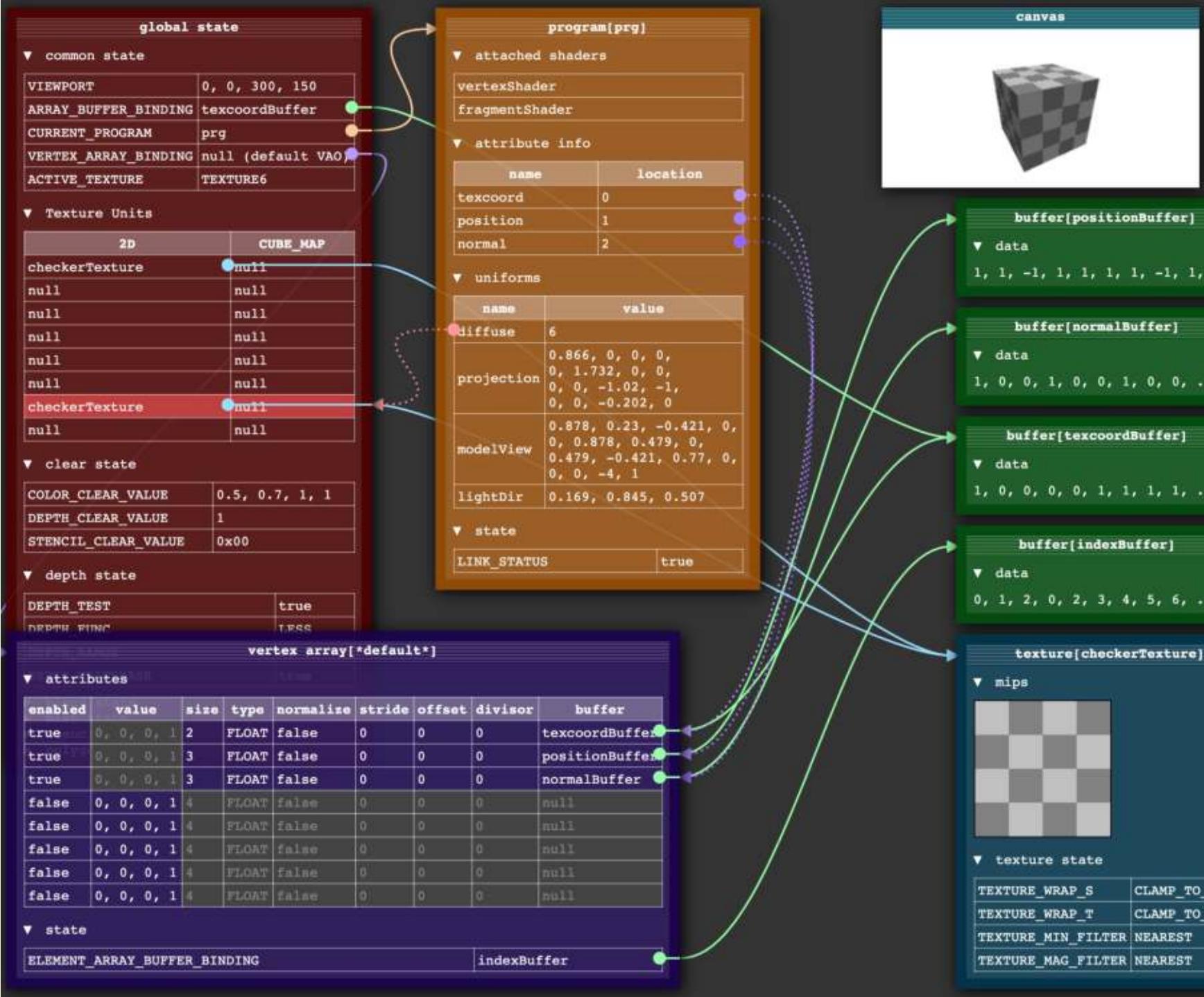
// Create program on the GPU!
const program = createProgram(gl, [vs, fs]);

// Set current program (WebGL is a state machine!)
gl.useProgram(program);

// Draw 1 big point, see shaders
const offset = 0;
const count = 1;
gl.drawArrays(gl.POINTS, offset, count);
```

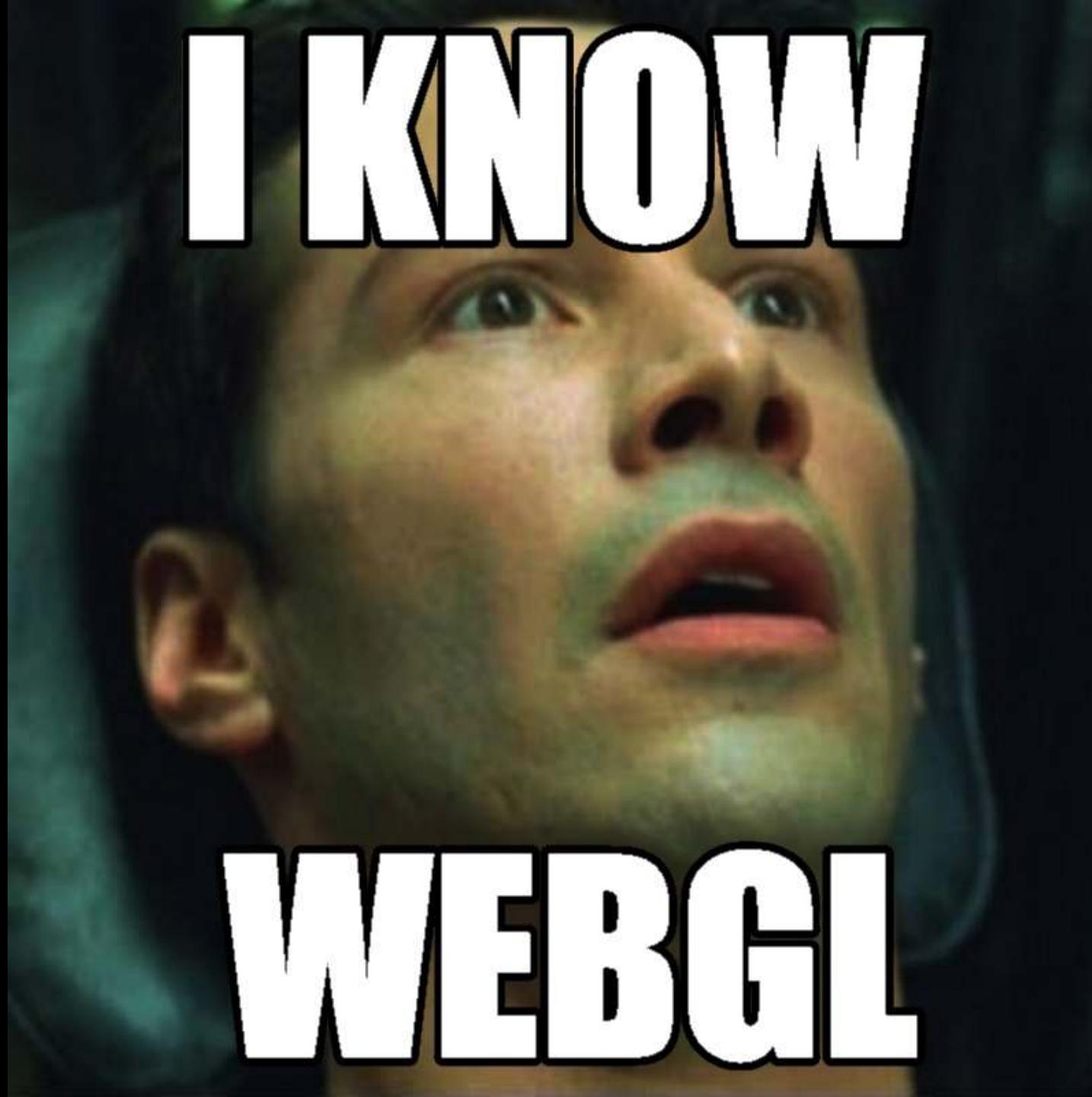


States



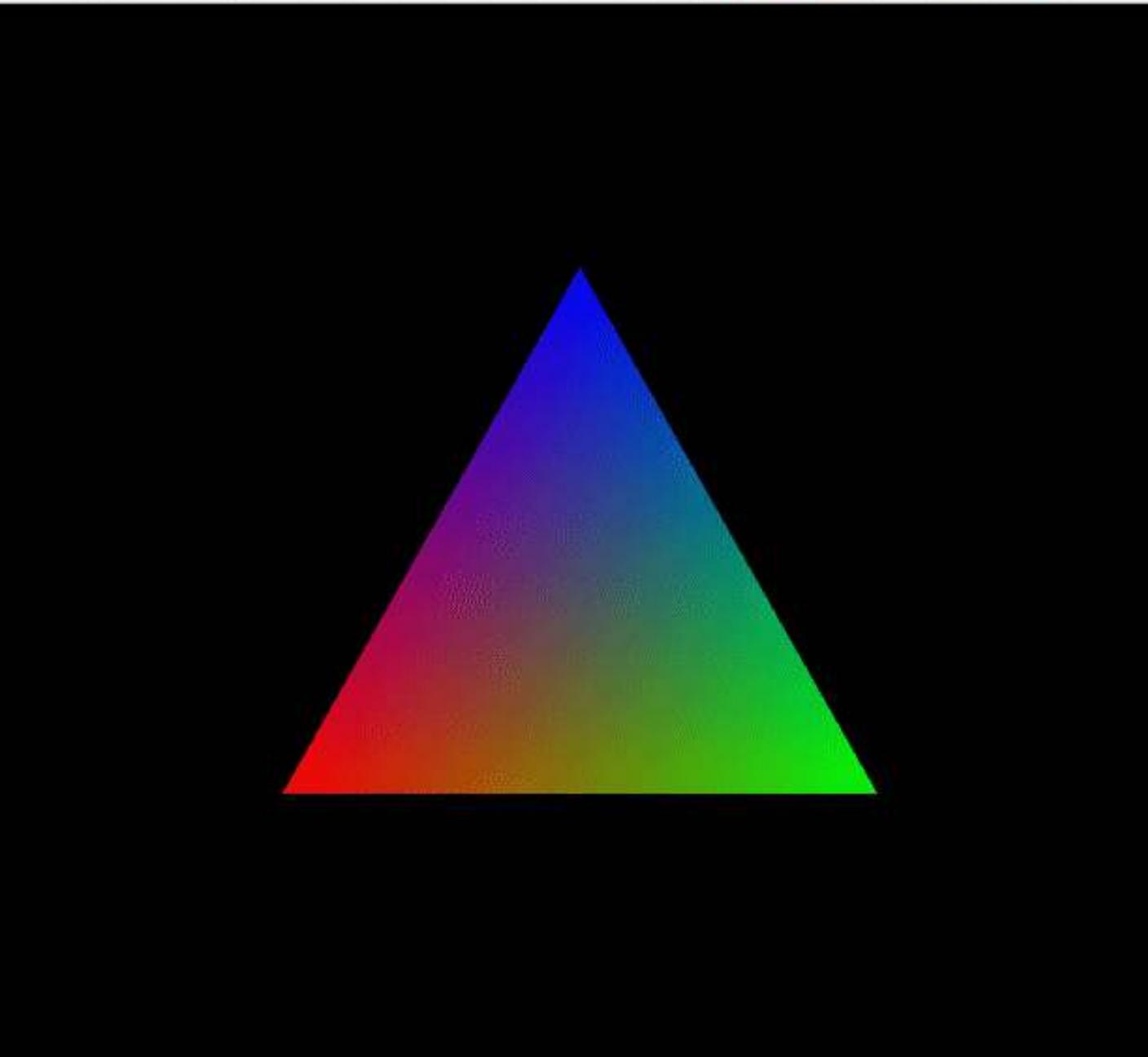
I KNOW

WEBGL





SHOW ME



My first triangle

see webglfundamentals

Initialization

1 . Data

- Describe triangle geometry with `Float32Array` in clip space

```
const vertices = new Float32Array(  
    0.5, 0.5,  
    -0.5, 0.5,  
    -0.5, -0.5); // 2D points: 3 * (x, y) coordinates
```

- Create Vertex Buffer Object (VBO) + **UPLOAD** to the GPU

```
const vbo = gl.createBuffer(); // create Vertex Buffer Object (VBO) id  
// Set current VBO: bind 'vbo' to the ARRAY_BUFFER bind point,  
// a global variable internal to WebGL (state machine!)  
gl.bindBuffer(gl.ARRAY_BUFFER, vbo);  
// UPLOAD current VBO to GPU, where it will be processed by the shaders  
// NOTE: STATIC_DRAW: optimization hint for WebGL: our data won't change  
gl.bufferData(gl.ARRAY_BUFFER, vertices, gl.STATIC_DRAW);
```

2 . Shaders

which will use buffer data

- Vertex Shader: `gl_Position` will be used by the fragment shader

```
attribute vec2 a_position; // IN, from buffer: 2D point
void main() {
    gl_Position = vec4(a_position, 0.0, 1.0); // a_position.x, a_position.y, 0, 1, used by the fragment shader
}
```

- Fragment Shader: `gl_FragColor` is the final fragment color

```
precision mediump float; // float accuracy: lowp, mediump, highp
uniform vec4 u_color; // UNIFORM == CONSTANT for entire shader program

void main() {
    gl_FragColor = u_color; // final framebuffer color: RGBA
}
```

Detecting shader compilation errors

Call this before `gl.useProgram` (optional, slow, but often useful 😊)

```
function checkShaders(gl, vs, fs, program) {  
    if (!gl.getShaderParameter(vs, gl.COMPILE_STATUS))  
        console.error(gl.getShaderInfoLog(vs));  
  
    if (!gl.getShaderParameter(fs, gl.COMPILE_STATUS))  
        console.error(gl.getShaderInfoLog(fs));  
  
    if (!gl.getProgramParameter(program, gl.LINK_STATUS))  
        console.error(gl.getProgramInfoLog(program));  
}
```

3 . Connecting Buffer and Shaders

- Retrieve the variables declared in the shaders
 - costly call (like most `gl.getXXX` calls)
 - only do this during initialization
 - will be used during rendering
- ! use the exact same name that has been defined in the shader
 - arbitrary name, chosen by the developer! (`u_` for `uniform`, `a_` for `attribute`, `v_` for `varying` are common conventions)

```
// Retrieve 'u_color' shader UNIFORM variable as an id
const u_colorLoc = gl.getUniformLocation(program, 'u_color');
```

```
// Retrieve 'a_position' shader ATTRIBUTE variable as an id
const a_positionLoc = gl.getAttributeLocation(program, 'a_position');
```

4 . Rendering!

Buffers and Shaders are ready, we still need to:

- define states
- describe buffer layout (often complex since it is very flexible!)
- draw the scene

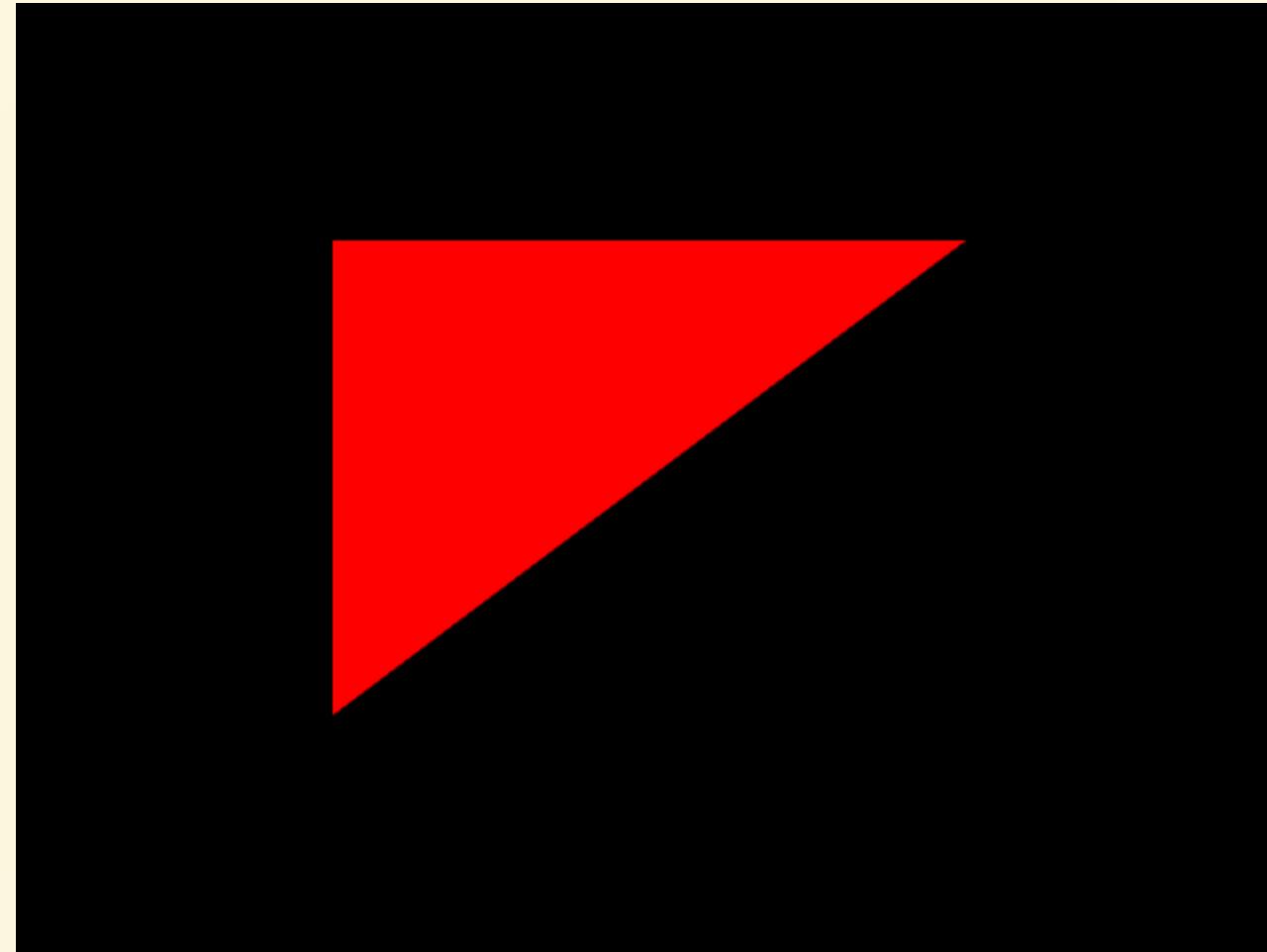
```
gl.clearColor(0., 0., 0., 1.); // Set current clear color (black)
gl.clear(gl.COLOR_BUFFER_BIT); // Clear the canvas to current color

gl.useProgram(program); // Set current program (pair of shaders)

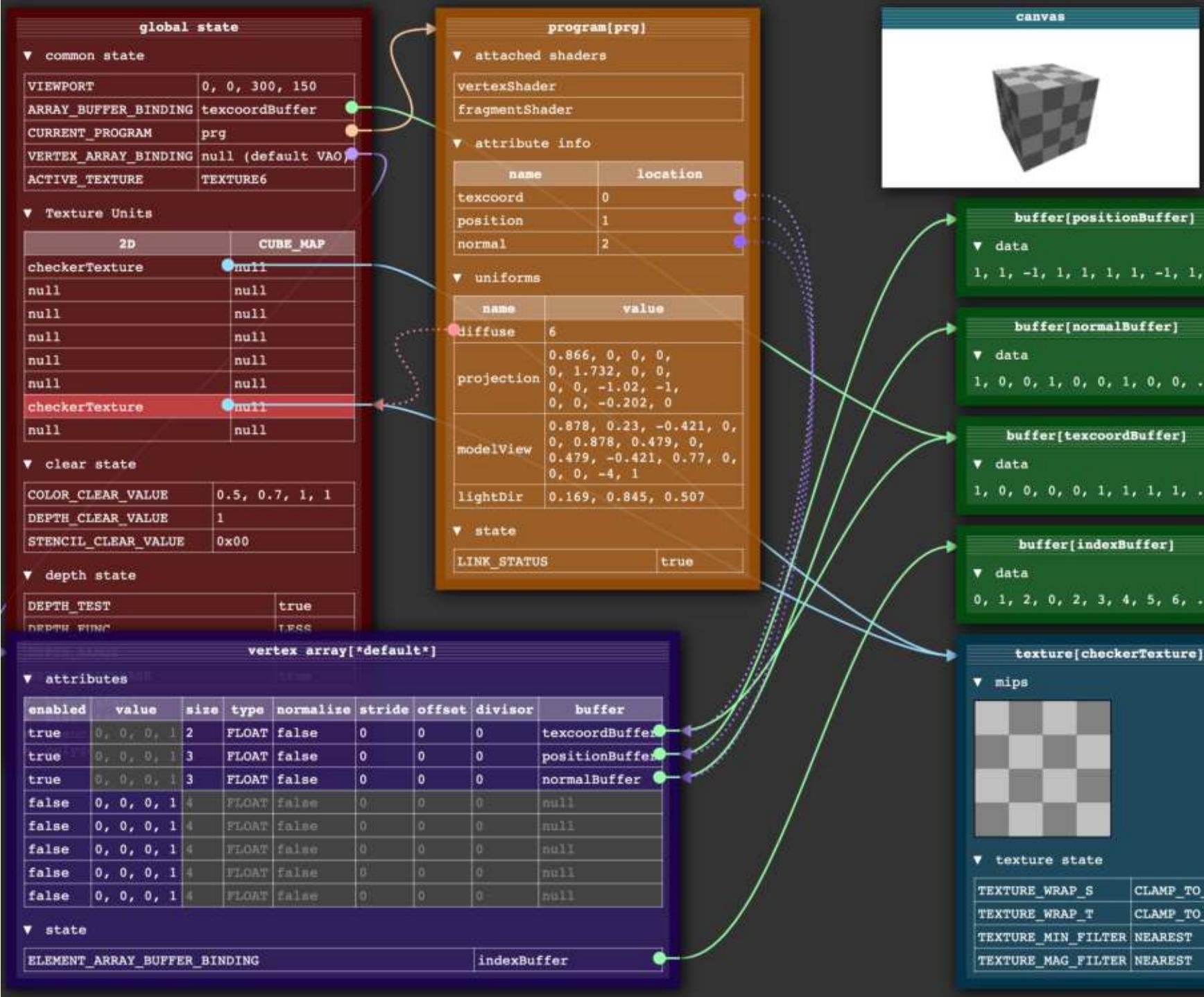
// Set the color (constant triangle color, see shader)
gl.uniform4fv(u_colorLoc, [1.0, 0.0, 0.0, 1.0]);
// Tell WebGL how to take data from the VBO
// and supply it to the attribute in the shader.
gl.enableVertexAttribArray(a_positionLoc); // Turn the attribute on
gl.bindBuffer(gl.ARRAY_BUFFER, vbo); // set current vbo
// Tell the attribute how to get data out of positionBuffer
// (ARRAY_BUFFER)
const size = 2; // 2 components per iteration
const type = gl.FLOAT; // the data is 32bit floats
const normalize = false; // don't normalize the data
// stride: 0 = move forward size * sizeof(type) each iteration
// to get the next position
const stride = 0;
const offset = 0; // start at the beginning of the buffer
gl.vertexAttribPointer(a_positionLoc, size, type, normalize, stride, offset);
```

- Draw: here we'll be using `gl.drawArrays`

```
// primitiveType == gl.TRIANGLES:  
// each time our vertex shader is run 3 times,  
// WebGL will draw a triangle  
// based on the 3 values we set gl_Position to (see shader)  
const primitiveType = gl.TRIANGLES;  
  
// Start index of the first vertex  
// Must be a valid multiple of the size of the given type.  
const startIndex = 0;  
  
// Execute our vertex shader 3 times,  
// using 2 elements from the array (see size 2 above)  
// setting a_position.x and a_position.y  
const count = 3;  
gl.drawArrays(primitiveType, startIndex, count);
```



States



Almost there!

We still need to define one color per vertex instead of the constant
uniform color
cf. [webglfundamentals](#)

1 . Data

adding a color attribute per vertex, with a new array and a new buffer!

```

// 2D points: 3 * (x, y) coordinates
// ( $\sqrt{3} / 2 - 0.5$ ) * 640 / 480 == 0.4880338..
const vertices = new Float32Array([-0.75, -0.5,
                                    0.75, -0.5,
                                    0., 0.49]);
// create Vertex Buffer Object (VBO) id
const vertexBuffer = gl.createBuffer();

// set current VBO (WebGL is a state machine!)
gl.bindBuffer(gl.ARRAY_BUFFER, vertexBuffer);

// UPLOAD vertexBuffer VBO to GPU,
gl.bufferData(gl.ARRAY_BUFFER, vertices, gl.STATIC_DRAW);

// ** NEW **

// RGB colors: 3 * (r, g, b, a) values
const colors = new Float32Array([ 1., 0., 0., 1.,
                                 0., 1., 0., 1.,
                                 0., 0., 1., 1.]);
// create Vertex Buffer Object (VBO) id
const colorBuffer = gl.createBuffer();

// set current VBO (WebGL is a state machine!)
gl.bindBuffer(gl.ARRAY_BUFFER, colorBuffer);

// UPLOAD colorBuffer VBO to GPU,
gl.bufferData(gl.ARRAY_BUFFER, colors, gl.STATIC_DRAW);

```

2 . Shaders

we use the new color attribute that we choose to name `a_color`
(we could name it `mylittlevertexcolor` but it looks less professional)

- Vertex Shader: new **varying** variable, will be **interpolated**

```
attribute vec2 a_position; // IN, from buffer: 2D point
attribute vec4 a_color; // IN, from buffer: RGB color

varying vec4 v_color; // OUT, to fragment shader

void main() {
    v_color = a_color; // color passthrough, sent to fragment shader (interpolated)

    gl_Position = vec4(a_position, 0.0, 1.0); // used by the fragment shader
}
```

- Fragment Shader

```
precision mediump float; // float accuracy: lowp, mediump, highp

varying vec4 v_color; // IN, INTERPOLATED color from vertex shader

void main() {
    gl_FragColor = vec4(v_color); // final framebuffer color: RGBA
}
```

3 . Connecting Buffer and Shaders

- Retrieve the variables declared in the shaders
 - costly call (like most `gl.getXXX` calls)
 - only do this during initialization
 - will be used during rendering
- ! use the exact same name that has been defined in the shader

```
// Retrieve 'a_color' shader ATTRIBUTE variable as an id
const a_colorLoc = gl.getAttributeLocation(program, 'a_color');

// Retrieve 'a_position' shader ATTRIBUTE variable as an id
const a_positionLoc = gl.getAttributeLocation(program, 'a_position');
```

4 . Rendering!

Buffers and Shaders are ready, we still need to:

- define states
- describe buffer layout (often complex since it is very flexible!)
- draw the scene

```
gl.clearColor(0., 0., 0., 1.);  
gl.clear(gl.COLOR_BUFFER_BIT);  
  
gl.useProgram(program); // Set current program  
  
{  
    // Turn the attribute on  
    gl.enableVertexAttribArray(a_positionLoc);  
    gl.bindBuffer(gl.ARRAY_BUFFER, vertexBuffer); // set current vbo  
    // Tell the attribute how to get data out of positionBuffer  
    // (ARRAY_BUFFER)  
    const size = 2; // 2 components per iteration  
    const type = gl.FLOAT; // the data is 32bit floats  
    const normalize = false; // don't normalize the data  
    // stride: 0 = move forward size * sizeof(type) each iteration  
    // to get the next position  
    const stride = 0;  
    const offset = 0; // start at the beginning of the buffer  
    gl.vertexAttribPointer(a_positionLoc, size, type, normalize, stride, offset);  
}
```

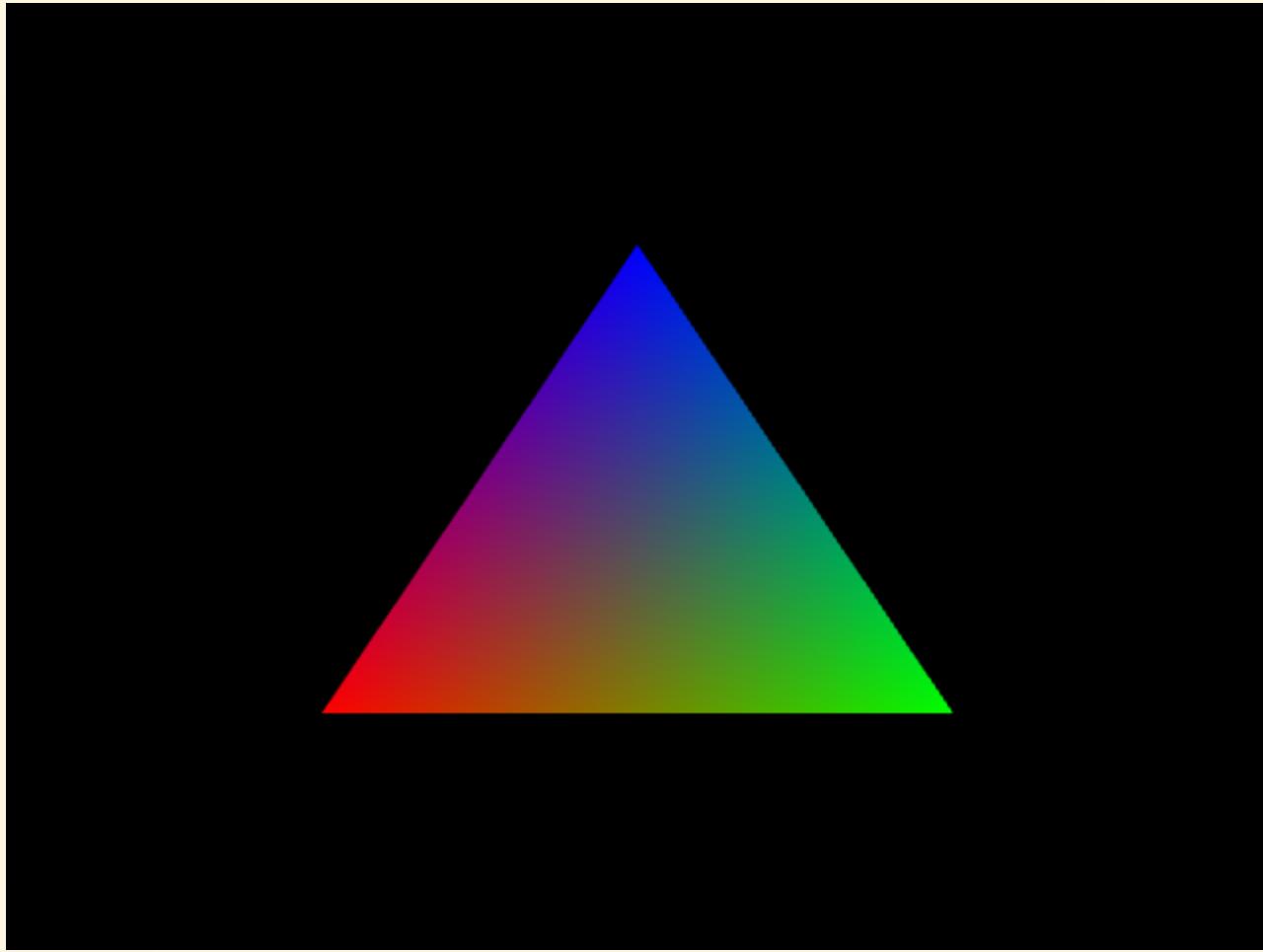
- Same steps for `colorBuffer`

NOTE: Refactoring! In real life we try and avoid repetition: [DRY](#)

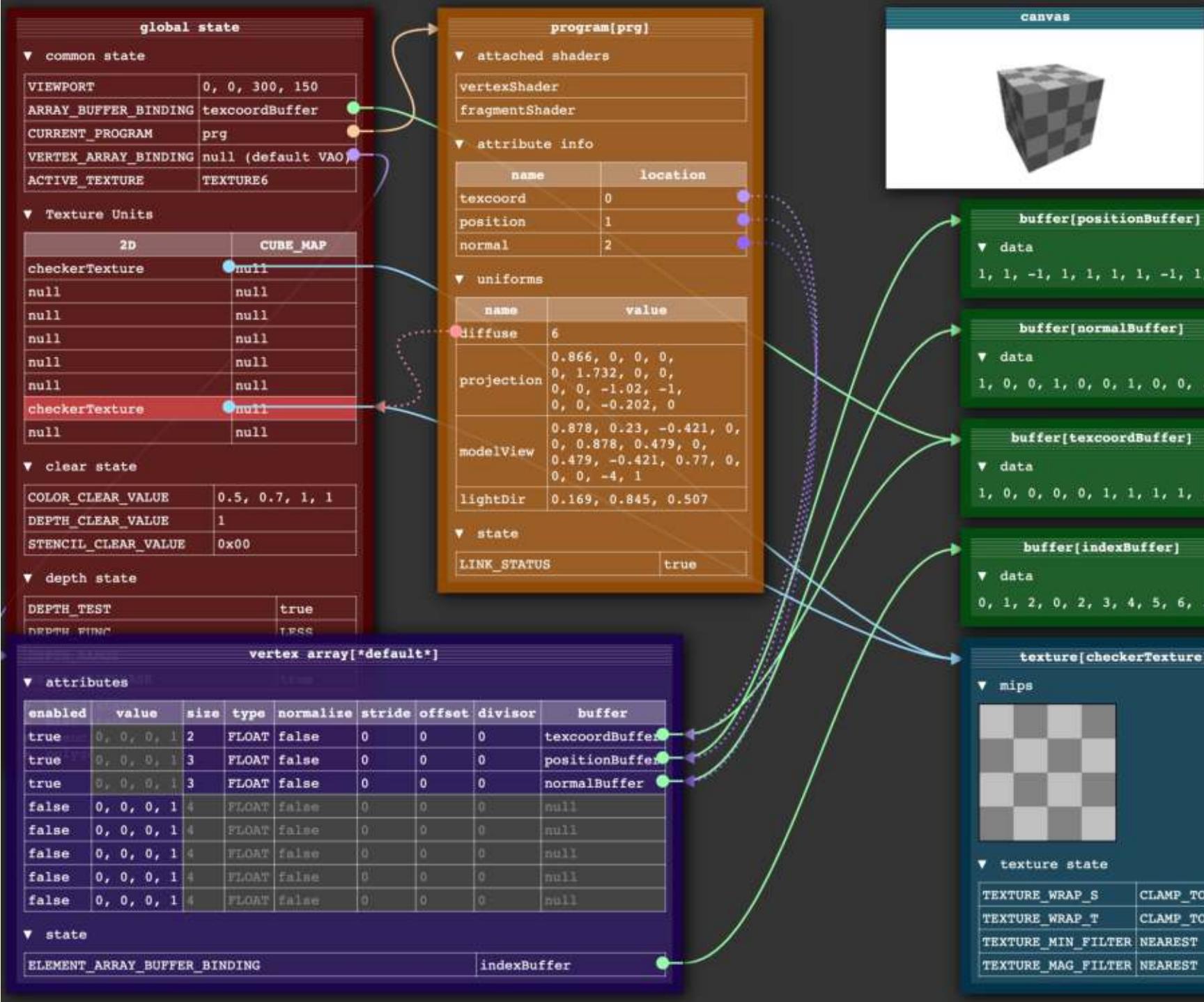
```
{  
    // Tell WebGL how to take data from the VBO  
    // and supply it to the attribute in the shader.  
    gl.enableVertexAttribArray(a_colorLoc); // Turn the attribute on  
    gl.bindBuffer(gl.ARRAY_BUFFER, colorBuffer);  
    // Tell the color attribute how to get data out of colorBuffer (ARRAY_BUFFER)  
    const size = 4; // NOTE: 4 components per iteration  
    const type = gl.FLOAT; // the data is 32bit floats  
    const normalize = false; // don't normalize the data  
    // stride: 0 = move forward size * sizeof(type) each iteration  
    // to get the next position  
    const stride = 0;  
    const offset = 0; // start at the beginning of the buffer  
    gl.vertexAttribPointer( a_colorLoc, size, type, normalize, stride, offset );  
}
```

- Draw: same code as before!

```
// primitiveType == gl.TRIANGLES:  
// each time our vertex shader is run 3 times,  
// WebGL will draw a triangle  
// based on the 3 values we set gl_Position to (see shader)  
const primitiveType = gl.TRIANGLES;  
  
// Start index of the first vertex  
// Must be a valid multiple of the size of the given type.  
const startIndex = 0;  
  
// Execute our vertex shader 3 times,  
// using 2 elements from the array (see size 2 above)  
// setting a_position.x and a_position.y  
const count = 3;  
gl.drawArrays(primitiveType, startIndex, count);
```



States





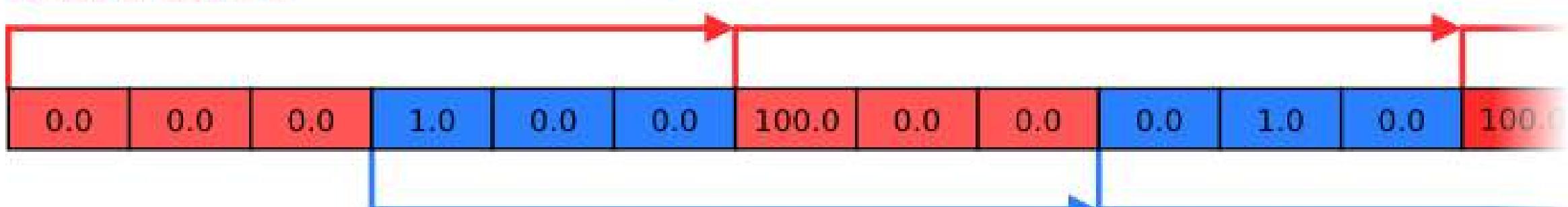
Variations

- A single buffer, interlaced and indexed + `gl.DrawElements`
 - indexing: share a vertex between triangles (no need to repeat)
 - is it really an optimization? (platform specific profiling needed)
 - brief history of vertex specifications buffer types and layout, vocabulary, structures, illustrations
- WebGL 2 version

Interlaced buffer

```
vertex stride = sizeof(vertex)
               = 6 * sizeof(float)
               = 6 * 4
               = 24
```

vertex offset = 0



```
colour offset = sizeof(vector3)
               = 3 * sizeof(float)
               = 3 * 4
               = 12
```

```
colour stride = sizeof(vertex)
               = 6 * sizeof(float)
               = 6 * 4
               = 24
```

```
// POINTS : position + color
const vertexBuffer = new Float32Array([
-0.5, -0.5, // vertex 1 : left
1., 0., 0., // color 1 : red
0.5, -0.5, // vertex 2 : right
0., 1., 0., // color 2 : green
0., 0.48, // vertex 3 : top
0., 0., 1. // color 3 : blue
]);

const vbo = gl.createBuffer();
gl.bindBuffer(gl.ARRAY_BUFFER, vbo);
gl.bufferData(gl.ARRAY_BUFFER, vertexBuffer, gl.STATIC_DRAW); // send to GPU

// FACES : indices
const indices = new Uint16Array([0, 1, 2]);
var indexBuffer = gl.createBuffer();
gl.bindBuffer(gl.ELEMENT_ARRAY_BUFFER, indexBuffer);
gl.bufferData(gl.ELEMENT_ARRAY_BUFFER, indices, gl.STATIC_DRAW); // send to GPU
```

- Rendering: `gl.DrawElements` + `window.requestAnimationFrame`

```
gl.enableVertexAttribArray(a_colorLoc);
gl.enableVertexAttribArray(a_positionLoc);
gl.useProgram(program);
gl.clearColor(0.0, 0.0, 0.0, 1.0);
const animate = () => {
    gl.viewport(0.0, 0.0, canvas.width, canvas.height);
    gl.clear(gl.COLOR_BUFFER_BIT);

    gl.bindBuffer(gl.ARRAY_BUFFER, vbo);

    gl.vertexAttribPointer(a_positionLoc, 2, gl.FLOAT, false, 4*(2+3), 0) ;
    gl.vertexAttribPointer(a_colorLoc, 3, gl.FLOAT, false, 4*(2+3), 2*4) ;

    gl.bindBuffer(gl.ELEMENT_ARRAY_BUFFER, indexBuffer);
    gl.drawElements(gl.TRIANGLES, 3, gl.UNSIGNED_SHORT, 0);
    gl.flush();
    window.requestAnimationFrame(animate);
};

animate();
```

More examples

- [spinning triangle](#)
 -  using **matrices**
- [spinning cube](#)
 -  advanced buffer layout
- [textures](#)

WebGL Textured Cube (HTML)

```
<canvas id="canvas"></canvas>
<!-- vertex shader -->
<script id="vertex-shader-3d" type="x-shader/x-vertex">
attribute vec4 a_position;
attribute vec2 a_texcoord;

uniform mat4 u_matrix;

varying vec2 v_texcoord;

void main() {
    // Multiply the position by the matrix.
    gl_Position = u_matrix * a_position;

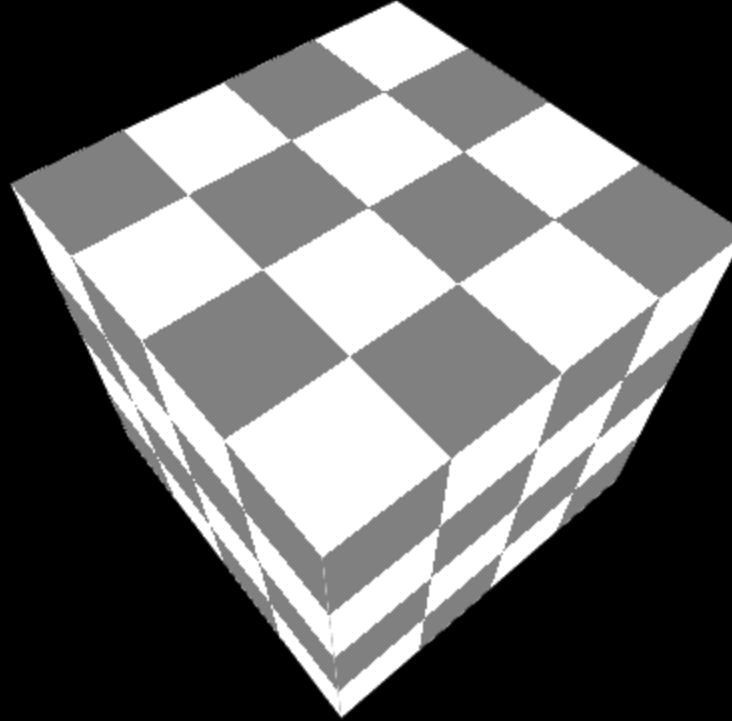
    // Pass the texcoord to the fragment shader.
    v_texcoord = a_texcoord;
}
</script>
<!-- fragment shader -->
<script id="fragment-shader-3d" type="x-shader/x-fragment">
precision medium float;

// Passed in from the vertex shader.
varying vec2 v_texcoord;

// The texture.
uniform sampler2D u_texture;

void main() {
    gl_FragColor = texture2D(u_texture, v_texcoord);
}
</script><!--
for most samples webgl-utils only provides shader compiling/linking and
canvas resizing because why clutter the examples with code that's the same in every sample.
See https://webglfundamentals.org/webgl/lessons/webgl-boilerplate.html
and https://webglfundamentals.org/webgl/lessons/webgl-resizing-the-canvas.html
for webgl-utils, m3, m4, and webgl-lessons-ui.
-->
<script src="https://webglfundamentals.org/webgl/resources/webgl-utils.js"></script>
<script src="https://webglfundamentals.org/webgl/resources/m4.js"></script>
```

WebGL Textured Cube (JS, >250 lines)



Optimization

[Vertex Array Object](#) ★ (bad name for a modern and very cool feature)

- optimizes rendering speed and **encapsulates WebGL state**
➡ **always use it!**
- makes WebGL look like a **modern API**
- see below

- WebGL 1 (extension always available today)

```
const ext = gl.getExtension("OES_vertex_array_object");
if (!ext) { // should never happen, extension is omnipresent!
  // tell user they don't have the required extension or work around it
} else {
  let myVAO = ext.createVertexArrayOES();
}
```

- WebGL 2

```
const myVAO = gl.createVertexArray();
```

```
// at init time
for each model / geometry / ...
    const vao = gl.createVertexArray();
    gl.bindVertexArray(vao);
    for each attribute
        gl.enableVertexAttribArray(...);
        gl.bindBuffer(gl.ARRAY_BUFFER, bufferForAttribute);
        gl.vertexAttribPointer(...);
    if indexed geometry
        gl.bindBuffer(gl.ELEMENT_ARRAY_BUFFER, indexBuffer);
    gl.bindVertexArray(null);
```

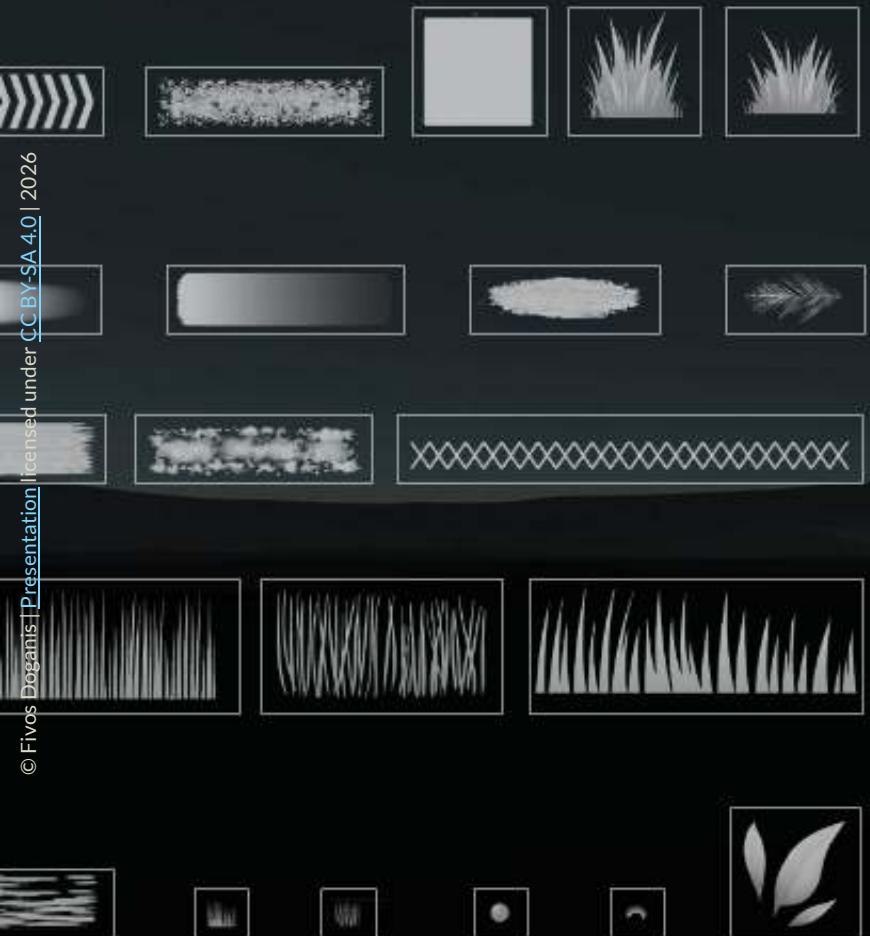
```
// draw
gl.bindVertexArray(vao); // only 1 DrawCall !
```

```
// clean
gl.bindVertexArray(null); //Always unbind the VAO when you're done
```

More optimizations ★

Valid for any API!

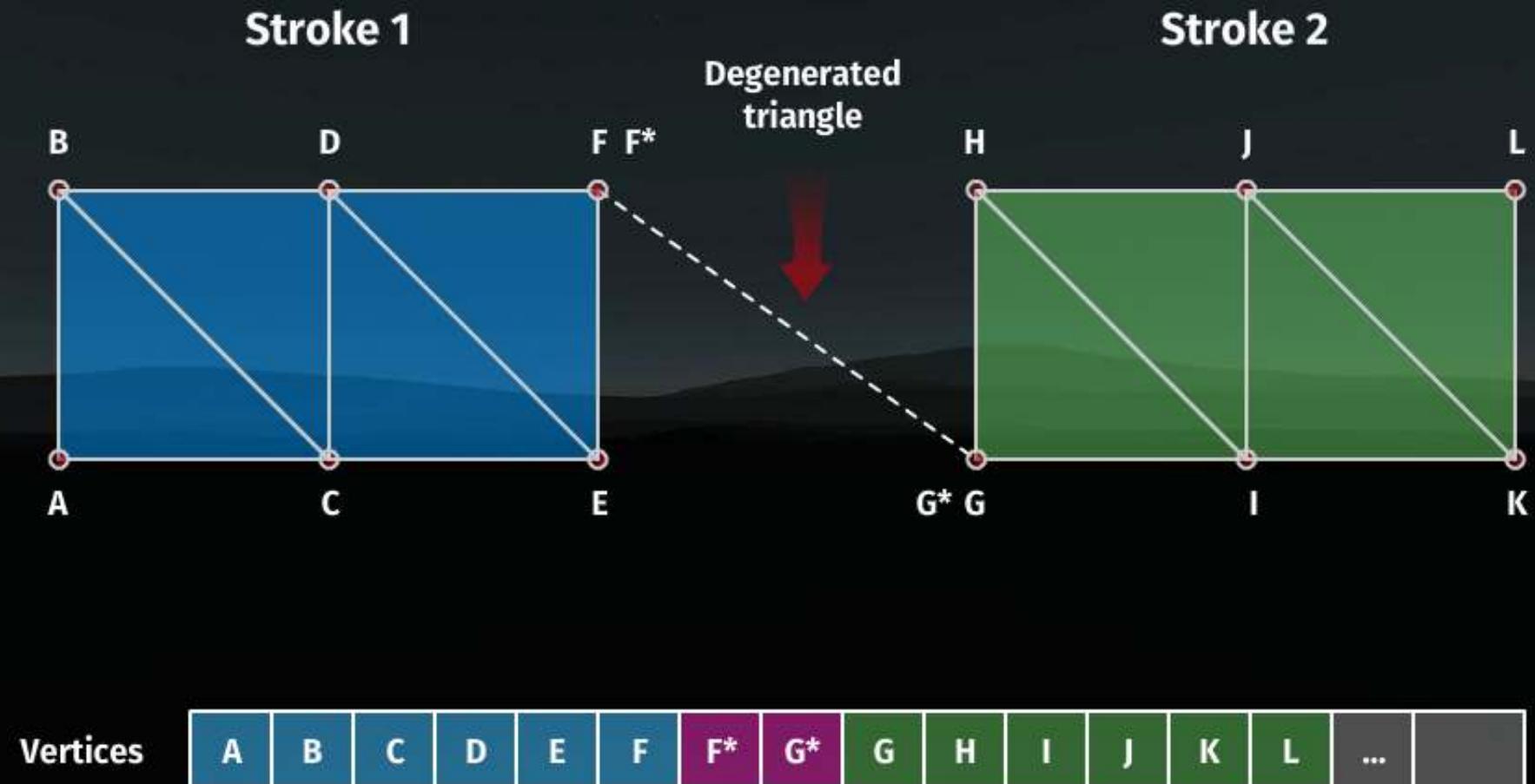
- **Profiling**
- **"Batching":**
 - Texture Atlas
 - Degenerate Triangle Strips



npm run atlas

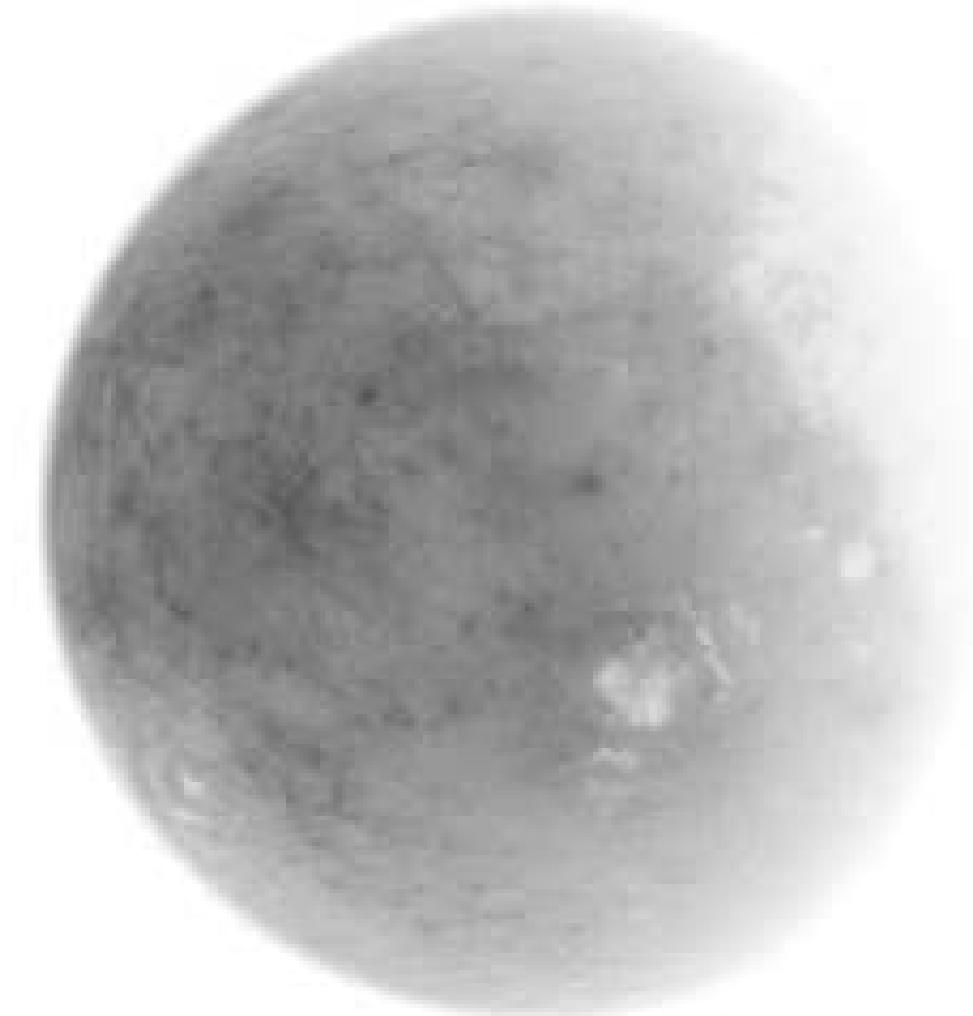


DEGENERATED TRIANGLE



More shaders!

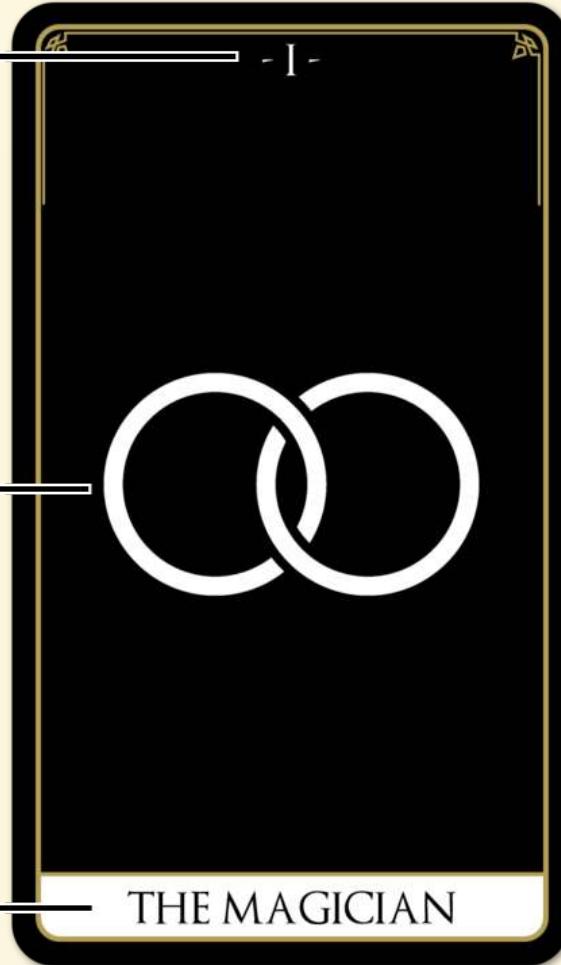
The Book of Shaders



The Book of Shaders
by Patricio Gonzalez Vivo and Jen Lowe

PixelSpiritDeck

Major Arcana number



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Compiled shader image



Card number

Dependencies to functions on other cards

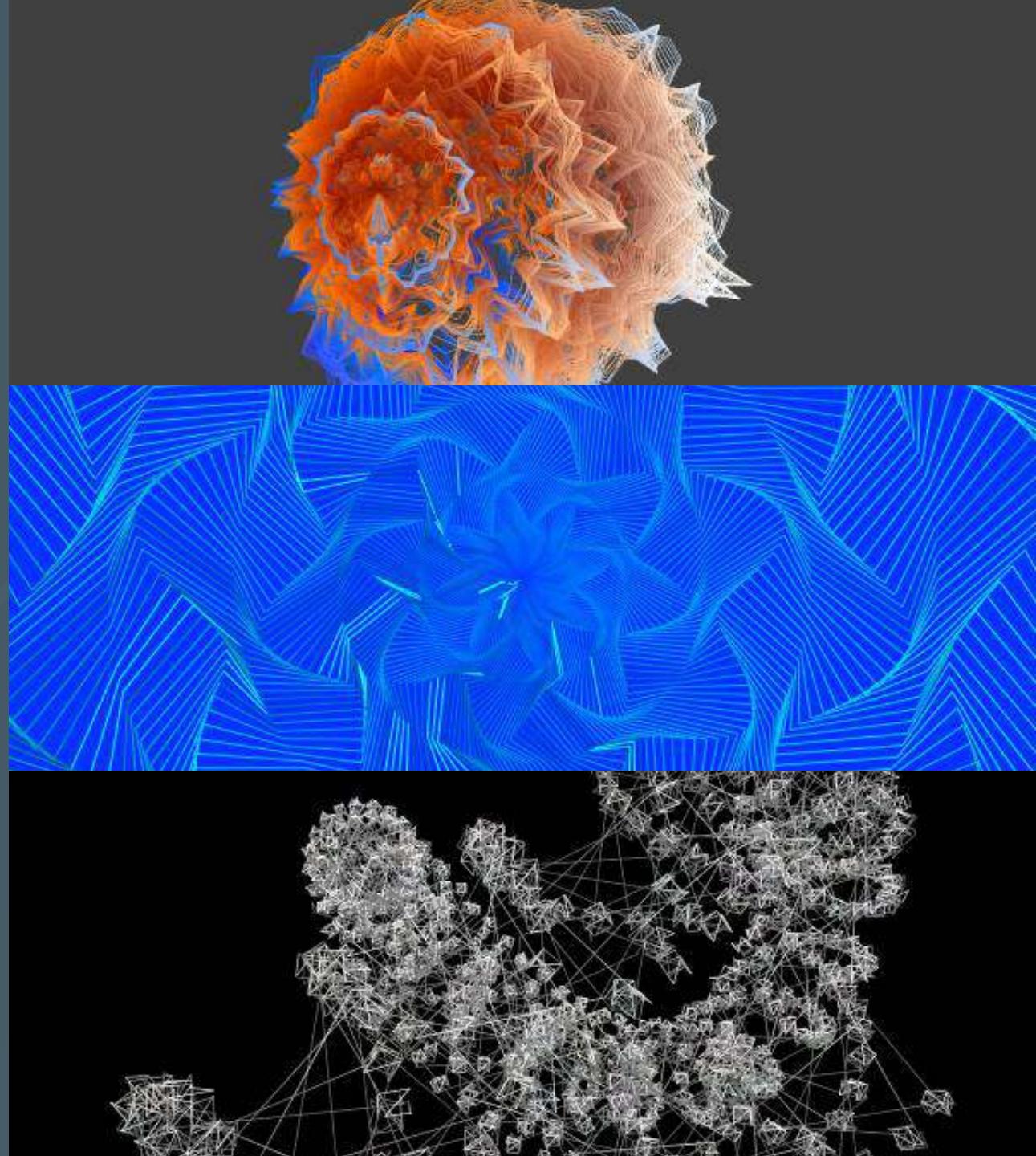
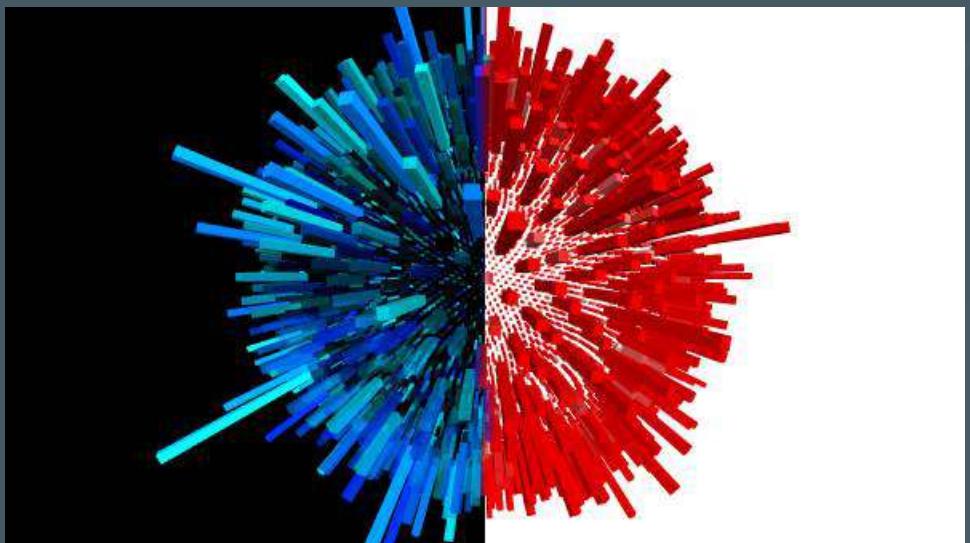
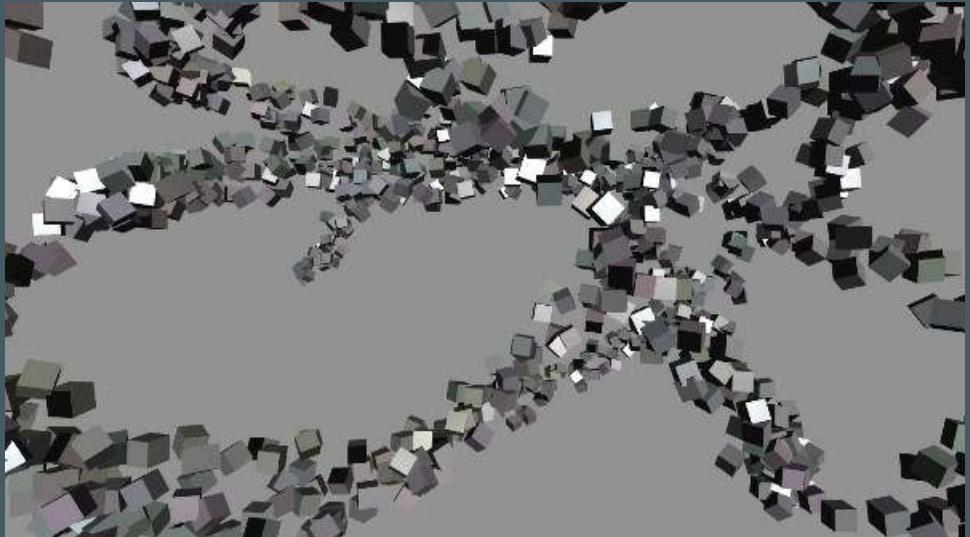
Functions introduced on this card

Functions being used inside `main`

Card number

ShaderToy

Vertex Shader Art



Online shader editors

- <http://shdr.bkcore.com/>
- <https://shaderfrog.com/>
- <http://glslb.in/>
- <http://glslsandbox.com/>

More advanced APIs

-  [WebGL 2.0](#)
 - new shaders: `in`, `out`, flexibility, `draw_buffers`, UBO and more
-  [WebGPU \(from WebGL to WebGPU\)](#)
 - generalizes **VAO** concepts to all attributes and states
-  [THREE.js](#) ★ ★ ★ ★ ★
 - high-level API: abstracts WebGL! 
 - **SceneGraph** (like OpenInventor, Unity or Blender)
granularity: ~~buffers triangles~~ 3D objects!
 - seamless transition to WebGL2, WebGPU etc.

WebAssembly (Wasm)



- Compile your native code for the web

{ C++, OpenGL } → [emscripten](#) → { HTML, JS (Wasm), WebGL }

- [Minimalistic example](#) summarized below

- C++

```
#include <functional>

#include <emscripten.h>
#include <SDL.h>

#define GL_GLEXT_PROTOTYPES 1
#include <SDL_opengles2.h>

//...

// an example of something we will control from the javascript side
bool background_is_black = true;

// the function called by the javascript code
extern "C" void EMSCRIPTEN_KEEPALIVE toggle_background_color() { background_is_black = !background_is_black; }

std::function<void()> loop;
void main_loop() { loop(); }

int main()
{
    SDL_Window *window;
    SDL_CreateWindowAndRenderer(640, 480, 0, &window, nullptr);
```

```

//...

loop = [&]
{
    // move a vertex
    const uint32_t milliseconds_since_start = SDL_GetTicks();
    const uint32_t milliseconds_per_loop = 3000;
    vertices[0] = (milliseconds_since_start % milliseconds_per_loop) / float(milliseconds_per_loop) - 0.5f;
    glBufferData(GL_ARRAY_BUFFER, sizeof(vertices), vertices, GL_STATIC_DRAW);

    // Clear the screen
    if( background_is_black )
        glClearColor(0.0f, 0.0f, 0.0f, 1.0f);
    else
        glClearColor(0.9f, 0.9f, 0.9f, 1.0f);
    glClear(GL_COLOR_BUFFER_BIT);

    // Draw a triangle from the 3 vertices
    glDrawArrays(GL_TRIANGLES, 0, 3);

    SDL_GL_SwapWindow(window);
};

emscripten_set_main_loop(main_loop, 0, true);

return EXIT_SUCCESS;
}

```

• HTML / JavaScript

```
<body>

    <!-- Create the canvas that the C++ code will draw into -->
    <canvas id="canvas" oncontextmenu="event.preventDefault()"></canvas>

    <!-- Allow the C++ to access the canvas element -->
    <script type='text/javascript'>
        var canv = document.getElementById('canvas');
        var Module = {
            canvas: canv
        };
    </script>

    <!-- Call the javascript glue code (index.js) as generated by Emscripten -->
    <script src="index.js"></script>

    <!-- Allow the javascript to call C++ functions -->
    <script type='text/javascript'>
        canv.addEventListener('click', _toggle_background_color, false);
        canv.addEventListener('touchend', _toggle_background_color, false);
    </script>

    <!-- Describe what the user is seeing -->
    <p>Click the canvas to change the background color.</p>
    <hr>
    <p>Minimal example of animating the HTML5 canvas from C++ using OpenGL through WebAssembly.</p>
    <p>Source code: <a href="https://github.com/timhutton/opengl-canvas-wasm">https://github.com/timhutton/opengl-canvas-wasm</a></p>

</body>
```

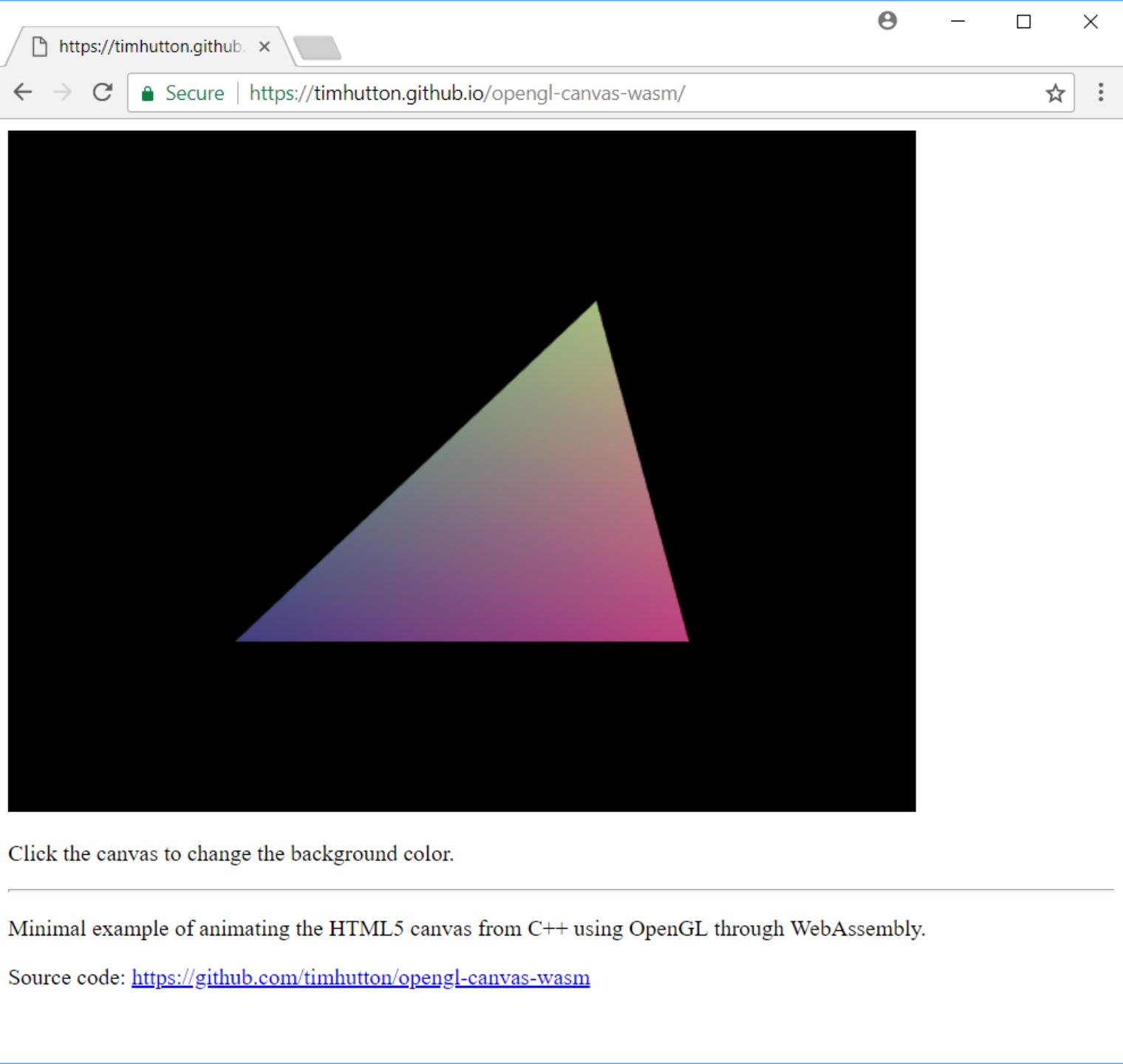
Compilation

- Install [Emscripten](#)
- Generate `index.js` and `index.wasm`:

```
emcc main.cpp -std=c++11 -s WASM=1 -s USE	SDL=2 -O3 -o index.js
```

- Open `index.html` (using server)

Result



Click the canvas to change the background color.

Minimal example of animating the HTML5 canvas from C++ using OpenGL through WebAssembly.

Source code: <https://github.com/timhutton/opengl-canvas-wasm>

- “ I implemented WebGL in Chrome and my name is on the spec so I have some clue how it works ”
- “ TL;DR
If you want to get stuff done use three.js. ”

Gregg Tavares (@greggman)

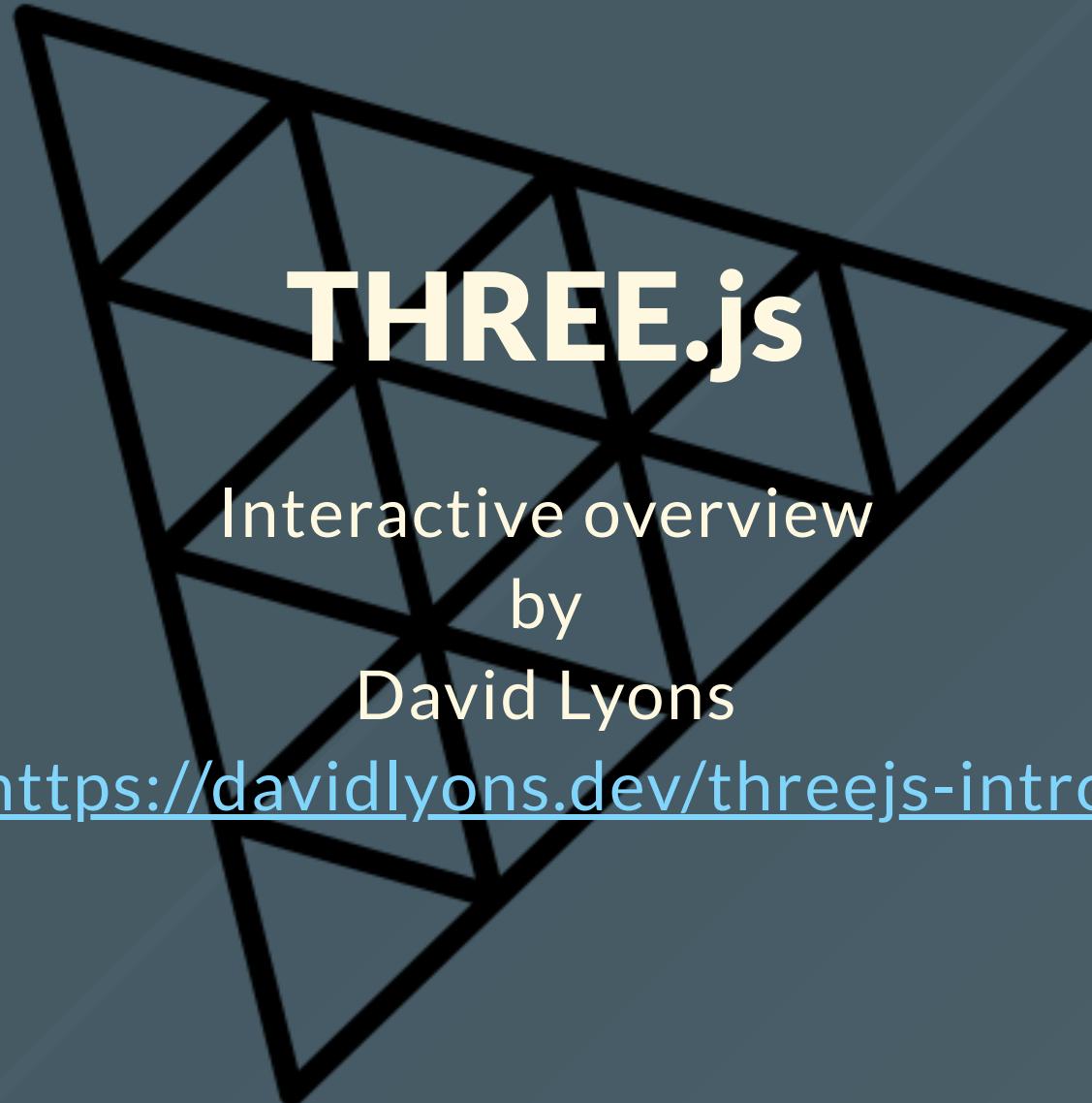
THREE.js

Interactive overview

by

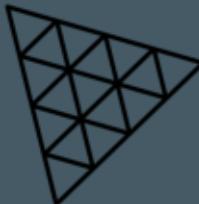
David Lyons

<https://davidlyons.dev/threejs-intro>



Intro to WebGL with Three.js

THREE.js Manual



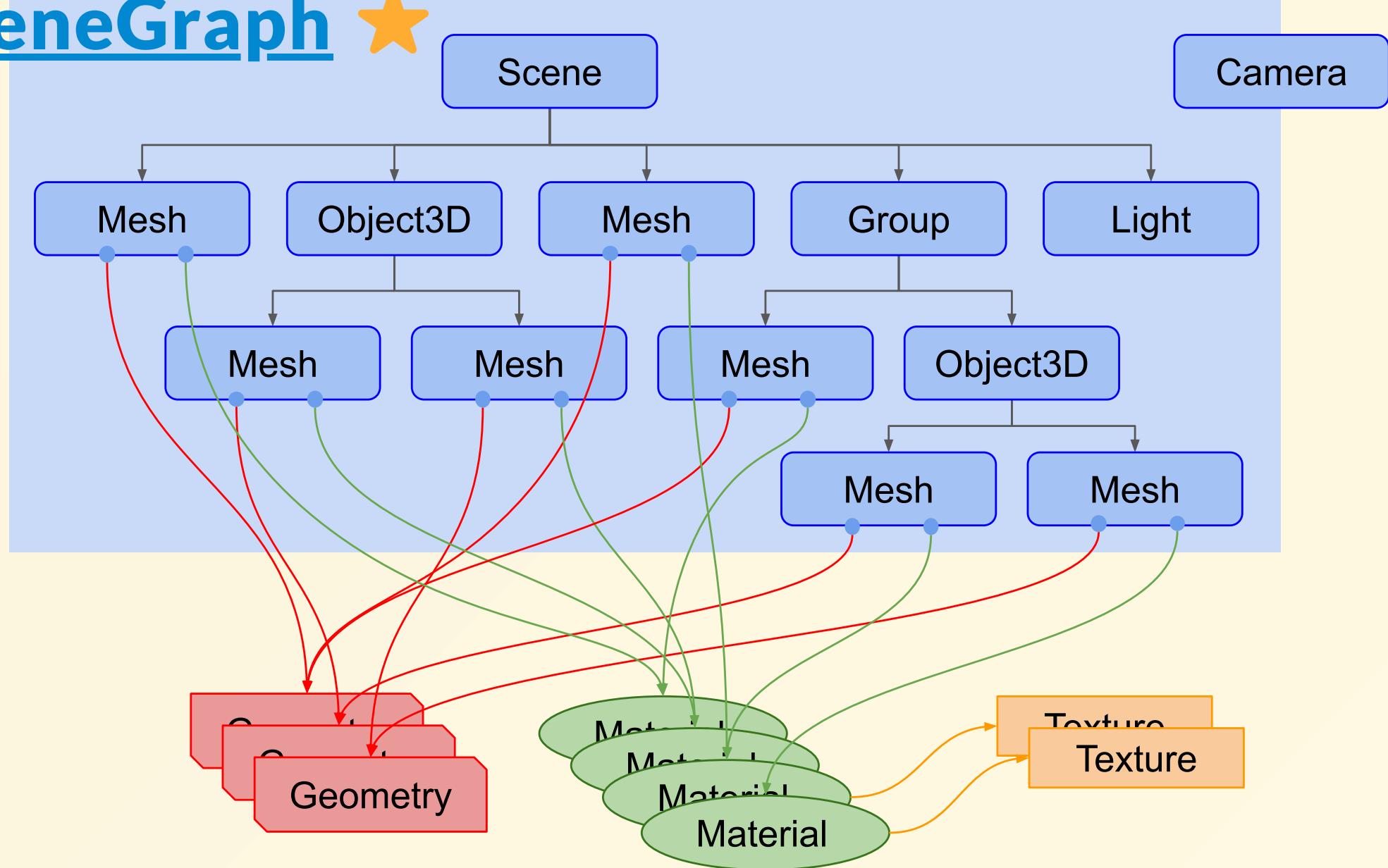
★ BEST Guide ★

<https://threejs.org/manual/#en/fundamentals>

Complete and simple guide

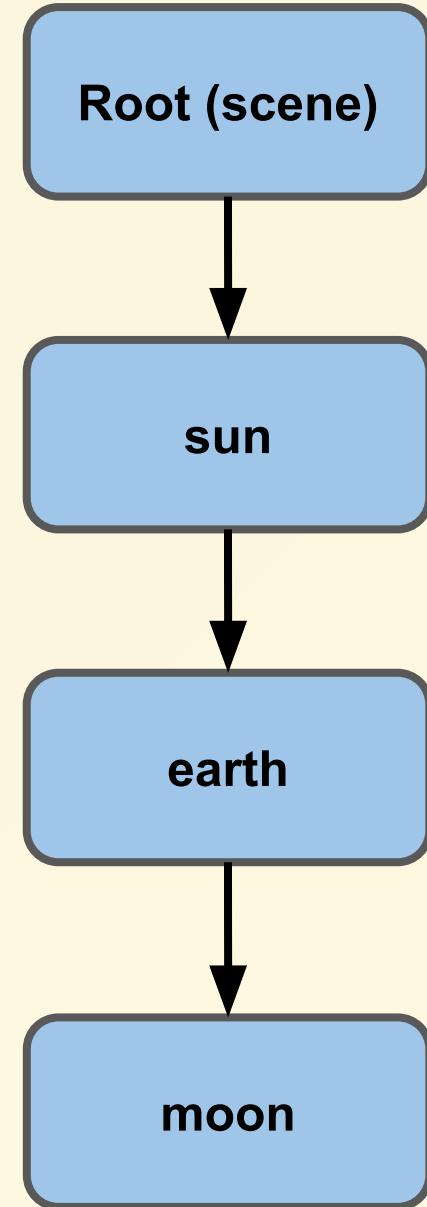


SceneGraph



- we handle **3D objects** instead of buffers
 - higher level, easier, more intuitive
- each scene is organized as a **hierarchy** of objects
 - hence the term "**scene graph**"
- allows to combine **local transforms** into global transforms
 - ex: solar system (see below), wheels of a car
- **rendering API abstraction**
 - ex: seamless transition from WebGL to WebGPU
- **scene graph optimizations**
 - batching
 - smart update of 3D objects

Solar system example





THREE.js Manual (excerpts)

- load and handle **glTF / glb** models
- how to create a game
 - presentation (**progress bar**)
 - code **architecture** notions
 - **keyboard** input
 - **glTF animations**



Setup

in order to "Build"

How to run the examples locally

Setup

- THREE.js is a **library**, **NOT** a standard API like WebGL
- THREE.js abstracts WebGL 1, WebGL 2 and WebGPU
- We need to **import** its modules before coding:
 - 1 either using **CDN** ([Content Delivery Network](#))
 - **zero setup**: allows **quick tests, without installation**
 - 2 or through a full **installation** (via [Node.js](#))
 - allows complete access to all resources, but introduces a complex toolchain ([npm](#), [webpack](#), [rollup](#) etc.)
 - ⚠ zip download **NOT** recommended (complex dependencies)

1

Zero Setup: using a CDN

```
<!DOCTYPE html>
<html lang="en">

  <head>
    <title>three.js</title>
    <meta charset="utf-8">
    <meta name="viewport" content="width=device-width, user-scalable=no, minimum-scale=1.0, maximum-scale=1.0">
  </head>

  <style>
    html, body { margin: 0; padding: 0; overflow: hidden; }
  </style>

  <body>

    <script type="importmap">
    {
      "imports": {
        "three": "https://cdn.jsdelivr.net/npm/three@0.182.0/build/three.module.js",
        "three/addons/": "https://cdn.jsdelivr.net/npm/three@0.182.0/examples/jsm/"
      }
    }
    </script>

    <script type="module">

      // Example of hard link to official repo for data, if needed
      const MODEL_PATH = 'https://raw.githubusercontent.com/mrdoob/three.js/r182/examples/models/gltf/LePerrySmith/LePerrySmith.gltf';

      import * as THREE from 'three'

      import { OrbitControls } from 'three/addons/controls/OrbitControls.js';
      import { GLTFLoader } from 'three/addons/loaders/GLTFLoader.js';

      // INSERT CODE HERE

    </script>
  </body>
</html>
```

- **Hello Cube** (modern ES6+ version, using `const`, `let` and `=>`)

```
const scene = new THREE.Scene();
const aspect = window.innerWidth / window.innerHeight;
const camera = new THREE.PerspectiveCamera( 75, aspect, 0.1, 1000 );
const renderer = new THREE.WebGLRenderer();
renderer.setSize( window.innerWidth, window.innerHeight );
document.body.appendChild( renderer.domElement );

const geometry = new THREE.BoxGeometry( 1, 1, 1 );
const material = new THREE.MeshNormalMaterial();
const cube = new THREE.Mesh( geometry, material );
scene.add( cube );
camera.position.z = 5;

const render = () => {
    requestAnimationFrame( render );
    cube.rotation.x += 0.1;
    cube.rotation.y += 0.1;
    renderer.render( scene, camera );
};

render();
```

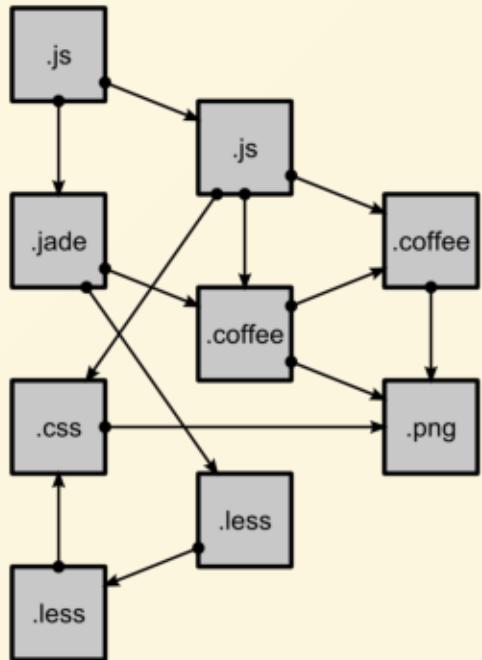
2 Full setup using NPM

- install Node.js + install npm

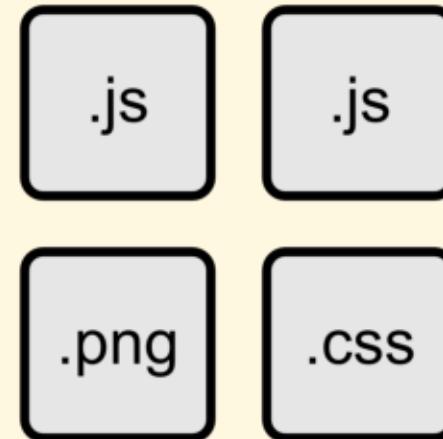
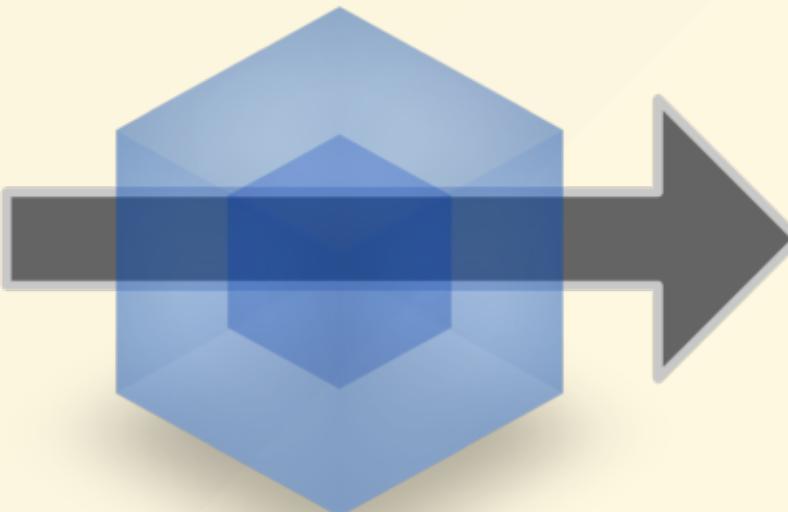
```
sudo apt install nodejs  
curl -L https://npmjs.org/install.sh | sudo sh
```

See below

Bundlers



modules
with dependencies



static
assets

Manual installation 😠

- ⚠️ **avoid manual installation!**
 - shown here for educational purposes
 - ➡️ **use three vite template instead: automatic installation**
- install vite

```
npm install --save-dev vite
```

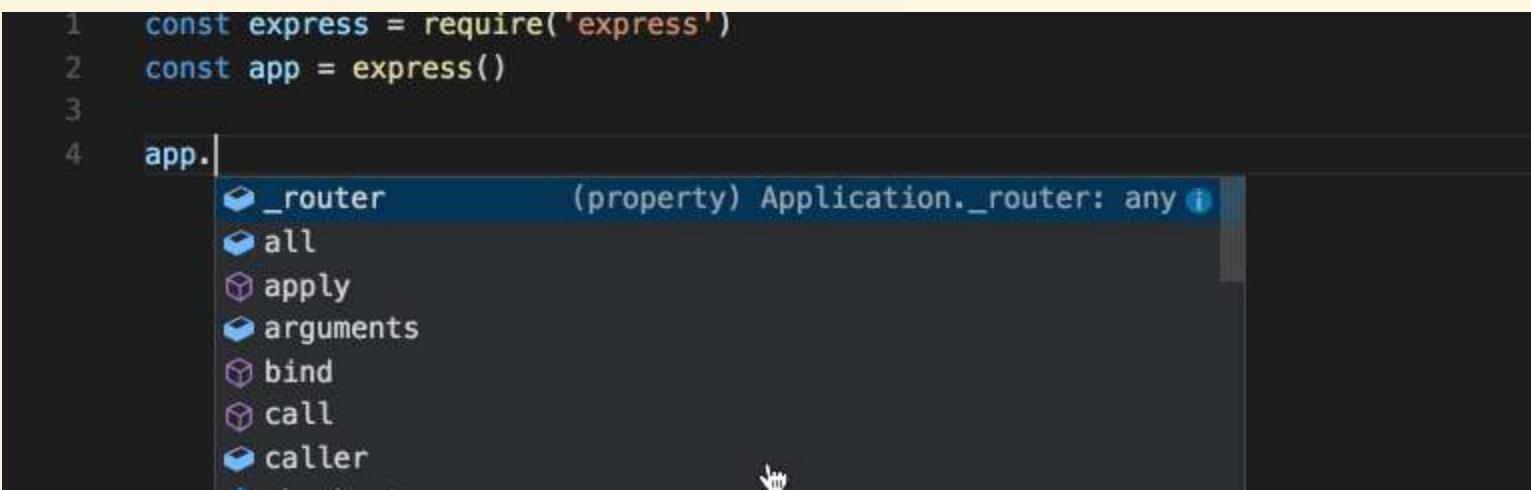
- install **three**

```
npm install three
```

THREE.js IntelliSense

- easy access to the **documentation** of THREE.js classes
- **autocomplete**
- **type checking**, even in JavaScript

```
npm install @types/three --save-dev
```



A screenshot of a code editor showing a code snippet and an auto-completion dropdown. The code is:

```
1 const express = require('express')
2 const app = express()
3
4 app.|
```

The cursor is at the end of 'app.' in line 4. A dropdown menu is open, listing properties of the 'app' object. The top item is '_router' with a tooltip '(property) Application._router: any'. Other items in the list include 'all', 'apply', 'arguments', 'bind', 'call', and 'caller'. The background of the code editor is dark.

Automatic installation

THREE.js with "batteries included"



THREE Vite boilerplate



Preconfigured environment (allows to test all official examples)

https://github.com/fdoganis/three_vite ★

```
git clone https://github.com/fdoganis/three_vite.git
```

```
cd three_vite
```

```
npm install
```

Run with `npm run dev` or use `F5` in VS Code

Open `http://localhost:5173` in your browser

THREE Vite TypeScript



Same as above, with enforced type checking: catch bugs early!

https://github.com/fdoganis/three_vite_ts ★

```
git clone https://github.com/fdoganis/three_vite_ts.git  
cd three_vite_ts  
npm install
```

Run with `npm run dev` or use `F5` in VS Code

Open `http://localhost:5173` in your browser

Boilerplate alternatives

-  [**Vite**](#) (uses Rollup and [esbuild](#) for speed) 
 - <https://github.com/j13ag0/vite-GLTFloader-test>
-  [**Rollup**](#) (the bundler by THREE developer team)
 - <https://github.com/Mugen87/three-jsm>
-  [**Parcel**](#) ([tutorial](#)) (boilerplate)
 - https://github.com/fdoganis/three_parcel
 - <https://github.com/franky-adl/threejs-starter-template> ([article](#))
-  [**webpack**](#)
 - <https://github.com/edwinwebb/three-seed/>

Bundler wars

-  [Rollup](#) vs  [webpack](#) vs  [Parcel](#) [\(Comparison\)](#).
-  [Vite](#) vs  [Parcel](#) vs  [esbuild](#)  [\(Comparison\)](#).
-  If you don't have a favorite bundler, use:
 - **Vite** (simple, very fast and recent, might be used by THREE) 
 - **Rollup** (quite simple and fast, used by THREE)
 - **Parcel** (too simple for THREE modules)
 - **webpack** (flexible but complex and slow)
 - **esbuild** (the fastest!)

Basic THREE.js concepts

Let's build a solar system

- full tutorial [here](#) 
- create a webpage with a `canvas`
- create a `scene` with `lights` and `meshes`
 - understand object hierarchy
 - `add` vs `attach`
- render the scene using a `camera` and `renderer`
- animate the scene using `requestAnimationFrame`
 - or `setAnimationLoop`
- see below 

three.js / editor

保護された通信 | <https://cdn.rawgit.com/mrdoob/three.js/dev/editor/index.html>

File Edit View Examples Help

New

THREE.js Editor

Import

- <https://threejs.org/editor/> ★

Export Geometry

Export Object

Export Scene

Export GLTF

Export OBJ

Export STL

Publish

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objects 2 vertices 108 triangles 36

basic 3D model edition

basic material edition

simple 3D format conversion

- ➡ use THREE.js editor to create a hierarchy
 - sun ☀
 - earth 🌎
 - moon 🌙

SCENE PROJECT SETTINGS

- Camera
- Scene
- Box 2
- DirectionalLight 1

Background

Fog NONE

OBJECT GEOMETRY MATERIAL

Type DirectionalLight

UUID EC718DB3-937A-4 NEW

Name DirectionalLight 1

autosave r87dev

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Advanced THREE.js

Advanced THREE.js features

- THREE.js API still allows low-level (WebGL) access, using :
BufferGeometry + **RawShaderMaterial**
 - example: convert a terrain texture into 3D
 - see [webglacademy](#)
- **Custom Geometry, indexed, dynamic**

→ you can still create your own WebGL shaders and custom geometry in THREE.js! ★ 🎉

But most of the time the existing classes should be enough!

Nodes X TSL GRAPH Untitled 9 File Saved Advanced Search... Front Facing Hash Blur Linear Depth Linear Depth (Front) Output Var Varying Viewport Local Depth Constants Color Float Int Vec2 Vec3 Vec4 Geometry Instance Count Instance Index Normal Local Normal View

TSL: Three Shader Language

- High-level shaders defined in JS / TS
 - [Tutorial](#)
 - [Wiki, TSL.md \(AI-friendly\)](#).
 - [TSL Editor](#)
 - Nodes
 - [Graph editor](#)
 - Portable (WebGL / WebGPU)
 - instead of porting your shaders to WGSL, use TSL
 - [transpiler](#)

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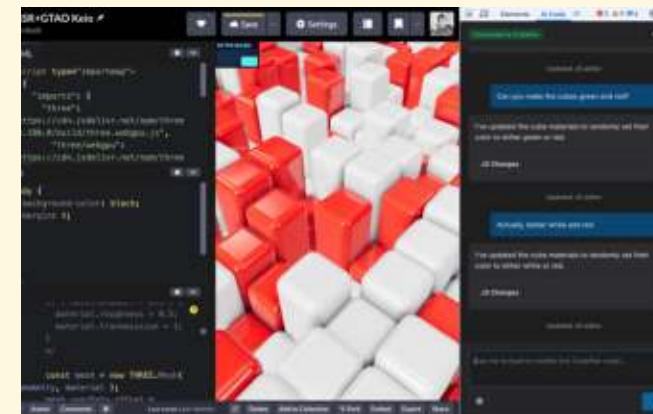
Three.js Mentor

By threejs.org

A patient and knowledgeable Three.js guide.

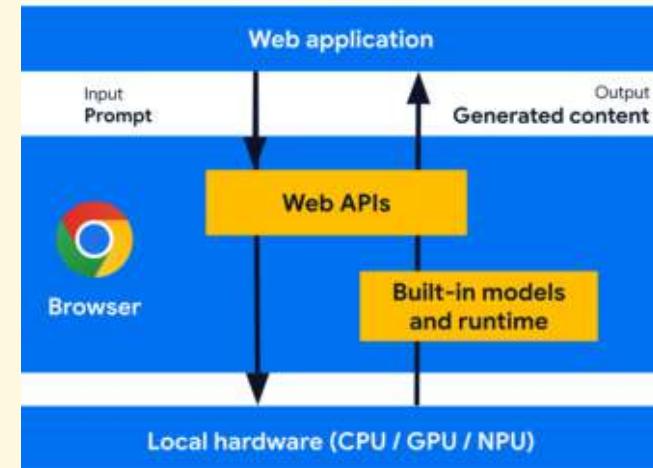
[Sign up to chat](#)

Requires ChatGPT Plus



AI assistance ✨

- THREE.js creator is [a vibe-coding proponent](#)
- [ChatGPT Three.js Mentor](#)
- [llms.txt](#) and [llms-full.txt](#) files
 - give **best practices** and context to your AI
 - keep AI up to date with the [Migration Guide](#)
- [Chrome Code](#) vibe-coding extension for CodePen
 - needs manual installation
 - can use local Gemini Nano model

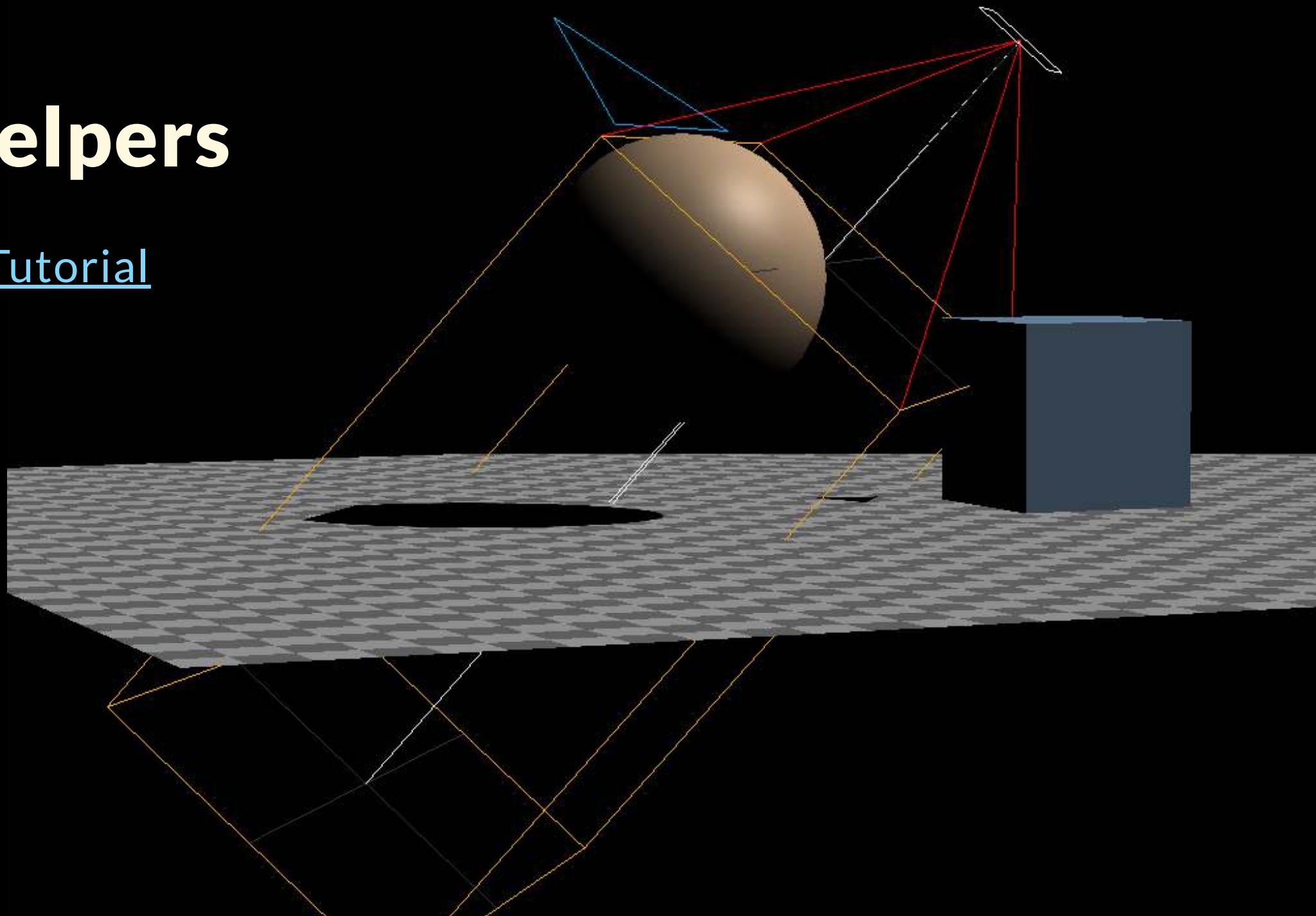


Good coding practices

- Modernize JavaScript code!
- WebGL best practices
- WebGL2 best practices
- Reduce Draw Calls
- use OffscreenCanvas and JavaScript workers
 - Web Workers in the Real World
 - Moving a Three.js-based WebXR app off-main-thread
 - OffscreenCanvas not available on all versions of iOS

Helpers

- Tutorial



Debugging tips



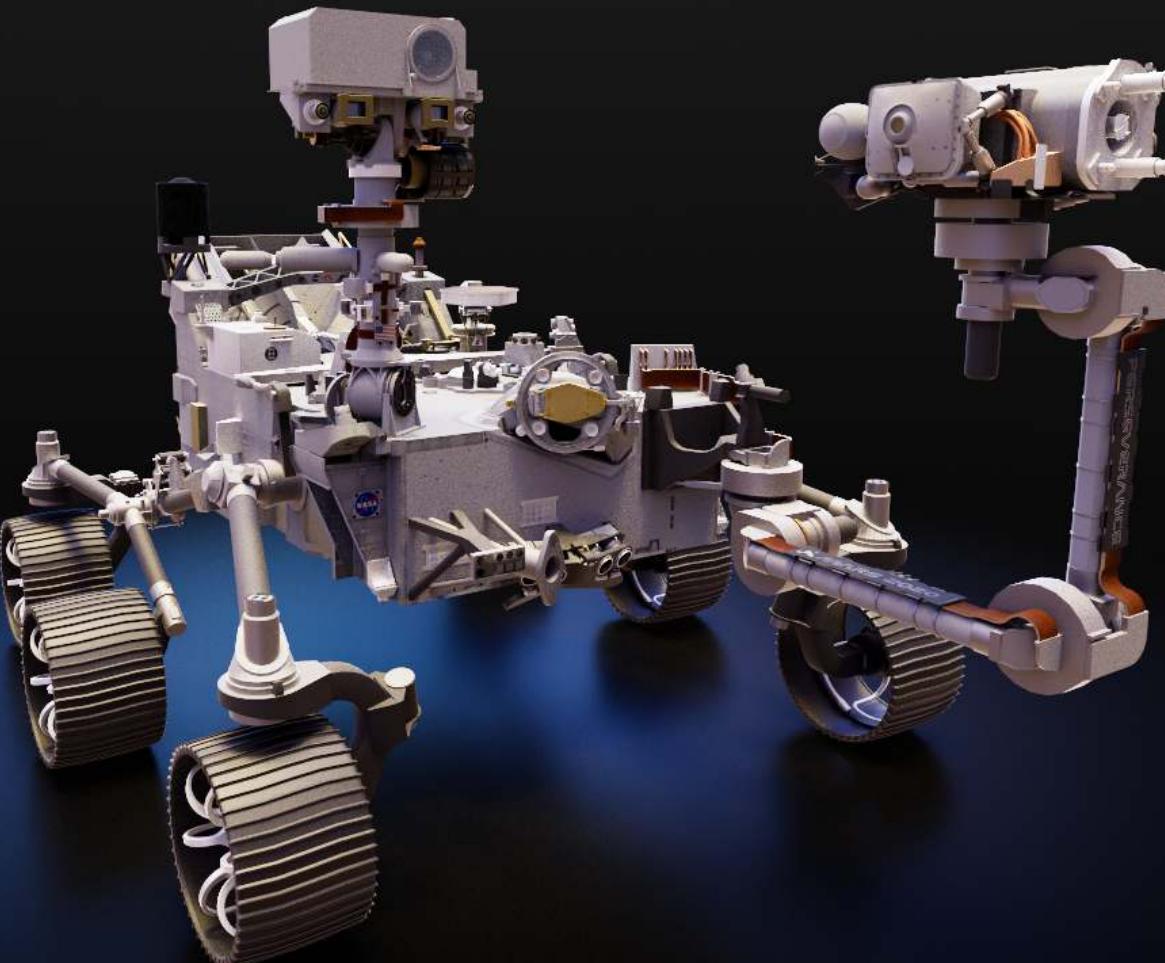
- <https://threejs.org/manual/en/debugging-javascript.html> ★
- <https://discoverthreejs.com/tips-and-tricks/>
- Rendering on demand (onTouch) + **lil-gui** (dat.gui)
<https://threejs.org/manual/en/rendering-on-demand.html>
- lil-gui: Nice UI example to modify fog parameters interactively
- Live Coding Page
 - [HTML editor with THREE.js background](#)

Debuggers

- Needle DevTools for Chrome ★
- <https://github.com/spite/ThreeJSEditorExtension>
- New Official DevTools (WIP) for Chrome
- Three-tools by BACE (Chrome + Firefox)
- Spector.js
 - displays all drawCalls creating a frame

Extra features

- [Troika \(Doc\)](#)
- [Advanced camera](#)
- [3D Tiles \(NY Times\)](#)
- [Optimized post-processing](#)
- [BVH \(Bounding Volume Hierarchy\)](#)
- [GPU PathTracer \(BVH\)](#)
- [Official THREE.js links](#)



Physics (official examples)

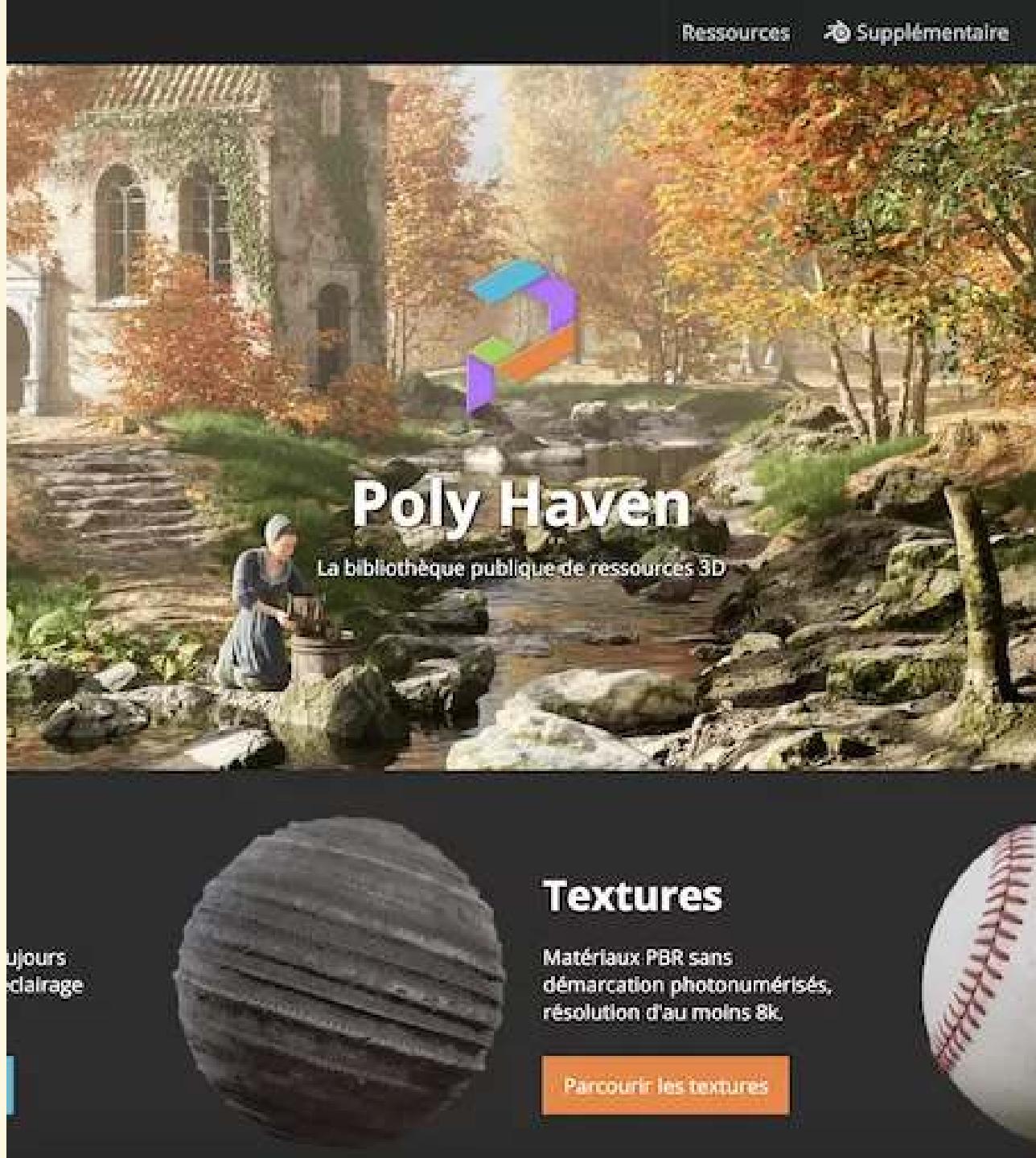
- ~~Cannon.js~~  / [Cannon-es](#)  : JS port of [Bullet](#) ([Tutorial](#), [Tips](#)).
 - [Demo!](#)   
- [Ammo.js](#) : conversion of Bullet (C++) to JS (Wasm) ([Tutorial](#)).
 - very fast but can be difficult to debug
- [Rapier](#) : Rust physics engine converted to JS (Wasm) ([Tutorial](#)).
- [Oimo](#) : Haxe physics engine converted to JS (Wasm) ([Tutorial](#)).
- [Box2D](#) : sometimes 2D is enough! (planar movements) ([Tutorial](#)).
- [Phy](#) : a wrapper to rule them all, including [PhysX](#), [Havok](#) and [Jolt](#)!

3D Models

- prefer glTF / glb format → Official THREE.js Tutorial ★
 - optimize your models using glTF-Transform
- SketchFab, TurboSquid
- Low poly marketplace
- Poly pizza ★, backup of Google Poly 💀 : here
- Kenney Assets ★, Quaternius ★
- Sketchup 3D Warehouse
- Polyhaven
- Legal? (ripped)

Textures

- PolyHaven
 - [HDRIs](#)
 - [Textures](#)
- [Unsplash](#)
- [Pexels](#)



THREE.js exercises

THREE.js exercises

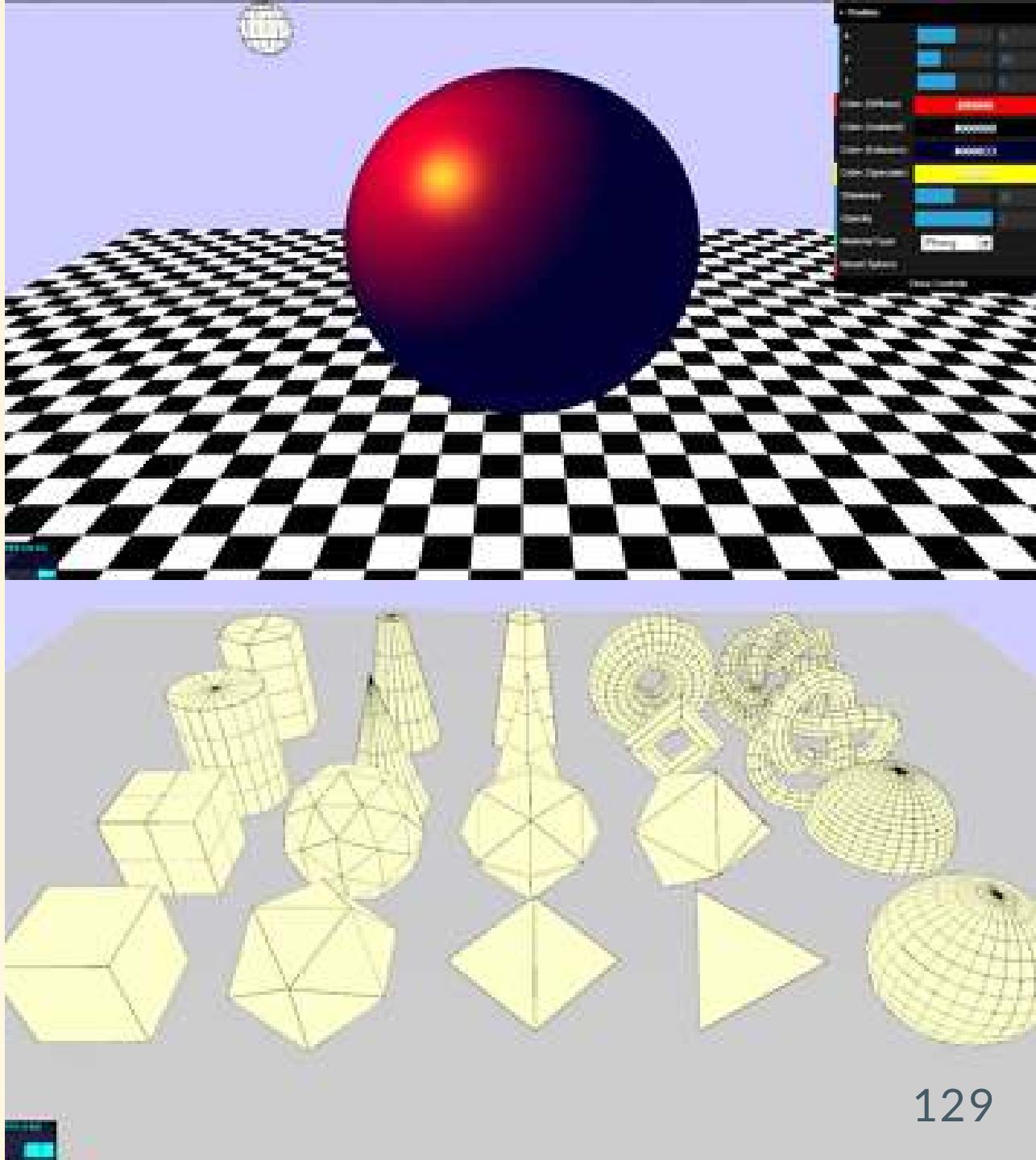
- Reminder: [THREE.js Manual](#) ★
- [Karim Maaloul](#)
 - practice:
 - [animals](#)
 - [aviator](#) ★
 - [aviator 2 \(update\)](#) ●●
 - [red bull](#)



THREE.js Projects

Examples

- Official examples
 - always up to date!
 - recommended!
 - ! THREE.js API changes **very** often!
 - JavaScript API too...
- Lee Stemkoski
 - old examples
 - code needs updating



Project ideas

Fun

- Adapt existing code or games to use THREE
 - board games
 - "Flash" games
 - classic (video) games (mini-games, party games, sports)
 - add sound, and physics
 - [Christmas Cannon](#) ★

More project ideas

- implement a complex effect
 - raytracing, SSAO, OIT, NPR
- image processing, OpenCV
- physics
 - pool, bowling, domino, jenga, stacks
- particles: text / image to cloud of cubes
- 3D WebRTC pong (other WebRTC examples here, here and here)
- animal crossing
- personal website, interactive CV: HTML layout, THREE.js Journey 132

Technologies

- Gaussian splatting
- Animations
 - UI
 - IK skeleton
- Annotations
- UX
 - Haptic feedback
 - Text
 - Positional Audio

GIS Links

http://www.itowns-project.org/itowns/examples/index.html#3dtiles_25d

http://www.itowns-project.org/itowns/examples/#source_stream_wfs_3d

<https://geoservices.ign.fr/documentation/services/utilisation-web/affichage-wmts/cesiumjs-et-wmts>

<https://codepen.io/photonlines/pen/JzaLYJ>

<https://douglasduhaime.com/posts/visualizing-tsne-maps-with-three-js.html>

<https://openlayers.org/en/latest/examples/wmts.html>

<https://www.3ds.com/insights/customer-stories/rennes-metropole>

<https://www.usinenouvelle.com/article/simulation-de-singapour-a-rennes-comment-la-ville-tire-profit-de-son-double-virtuel.N1018329>

<https://docs.mapbox.com/mapbox-gl-js/example/3d-buildings/>

<https://osmbuildings.org>

<https://github.com/Microsoft/USBuildingFootprints>

[https://wiki.openstreetmap.org/wiki/Simple 3D buildings](https://wiki.openstreetmap.org/wiki/Simple_3D_buildings)

[https://threejs.org/examples/#misc controls map](https://threejs.org/examples/#misc_controls_map)

Extrude using geo json:

https://threejs.org/examples/webgl_geometry_extrude_shapes2.html

From height field to 3D grid mesh

<https://blog.mastermaps.com/2013/10/terrain-building-with-the-height-field-1>

Infinitown

<https://demos.littleworkshop.fr/infinitown>

OSMBuildings 3D

<https://github.com/OSMBuildings/OSMBuildings>

OpenLayers

<https://openlayers.org>

Leaflet

<https://leafletjs.com>

More:

<https://www.sitepoint.com/3d-maps-with-eegeo-and-leaflet/>

Other tech:

<https://www.igismap.com/everything-about-web-3d-map-examples-tools-library-and-uses/>

Terrain

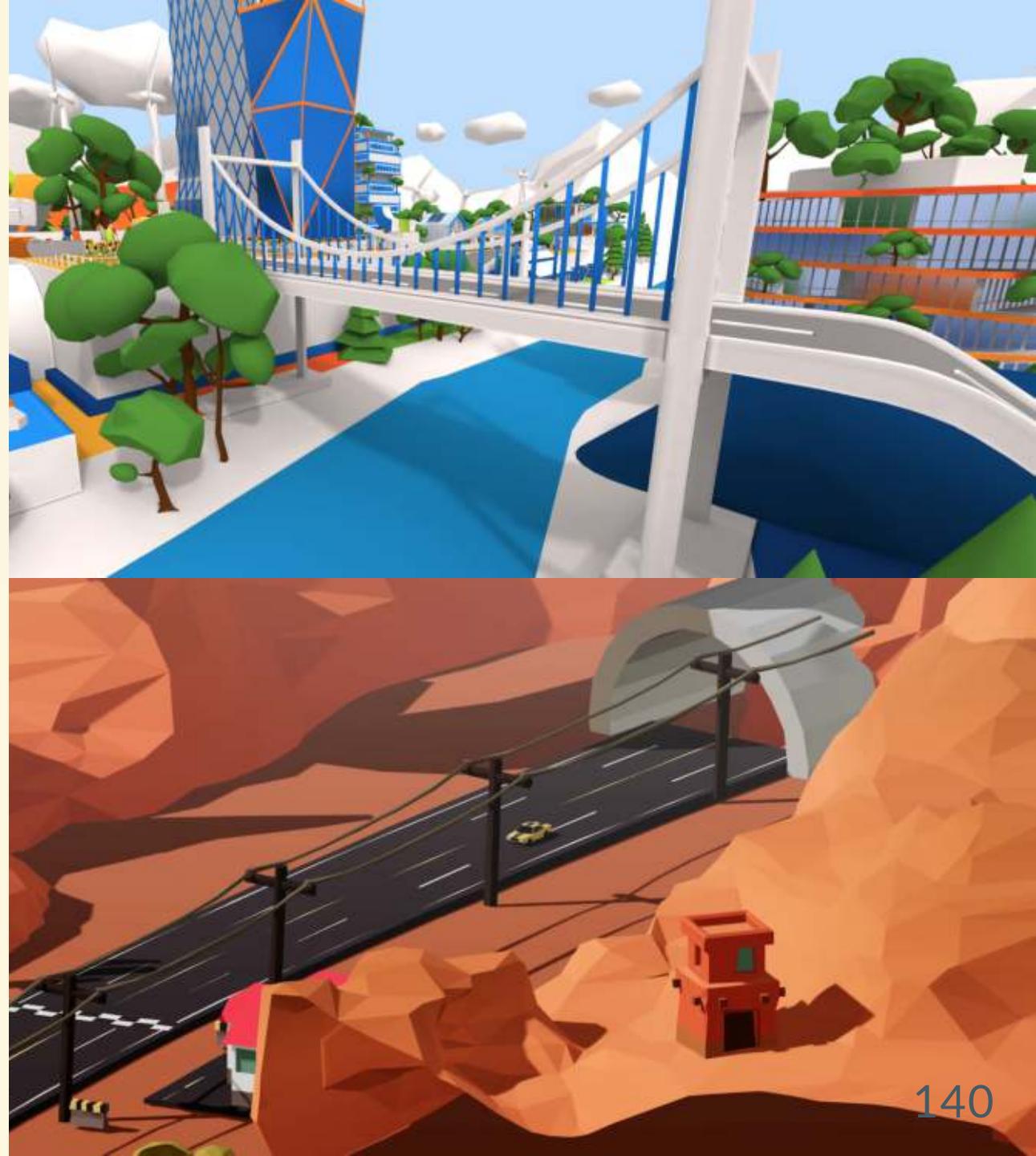
<https://felixpalmer.github.io/procedural-gl-js/docs/>

3D Tiles (RealityCapture) ★

Wrappers

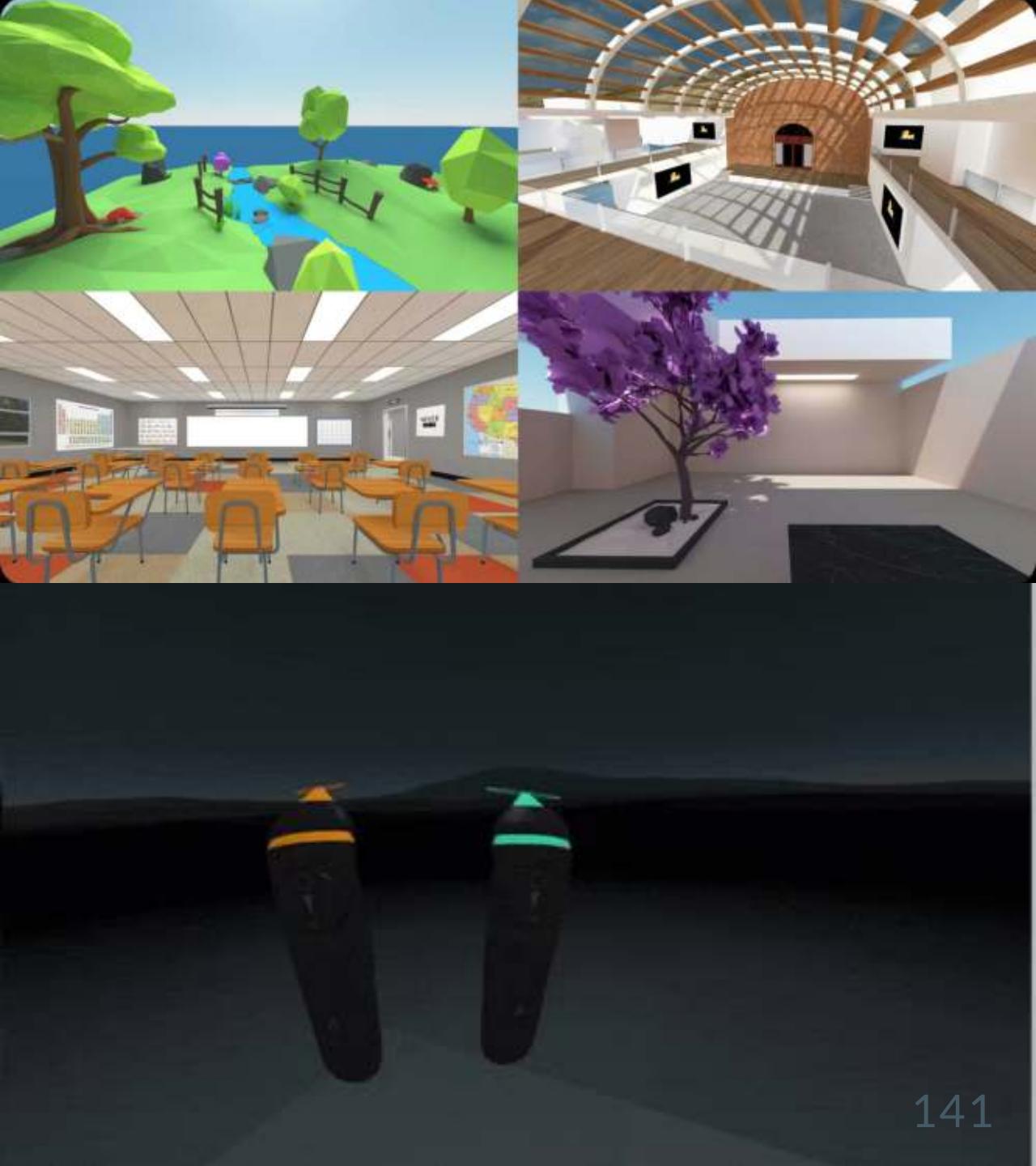
React Three Fiber (R3F)

- Great for "pro" web sites
- [Tutorial](#)
- Demos
 - [EDF electric days](#)
 - [Racing game](#)
- [React Native](#)



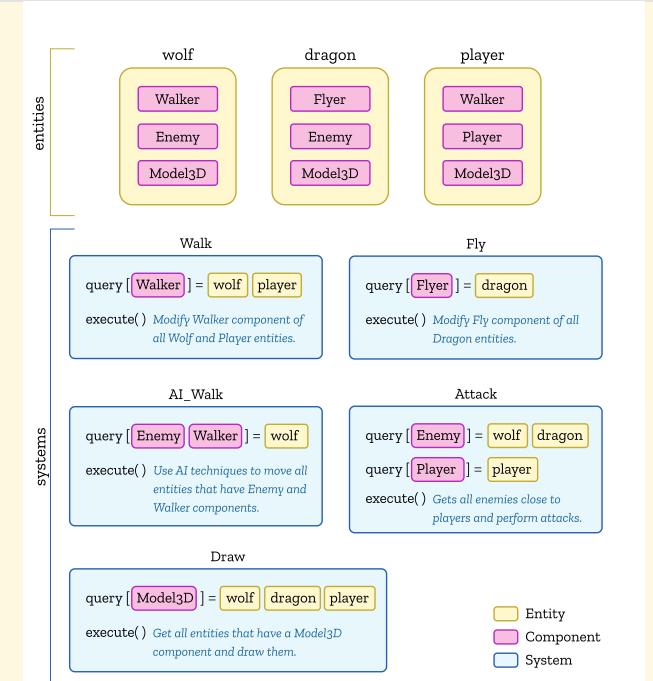
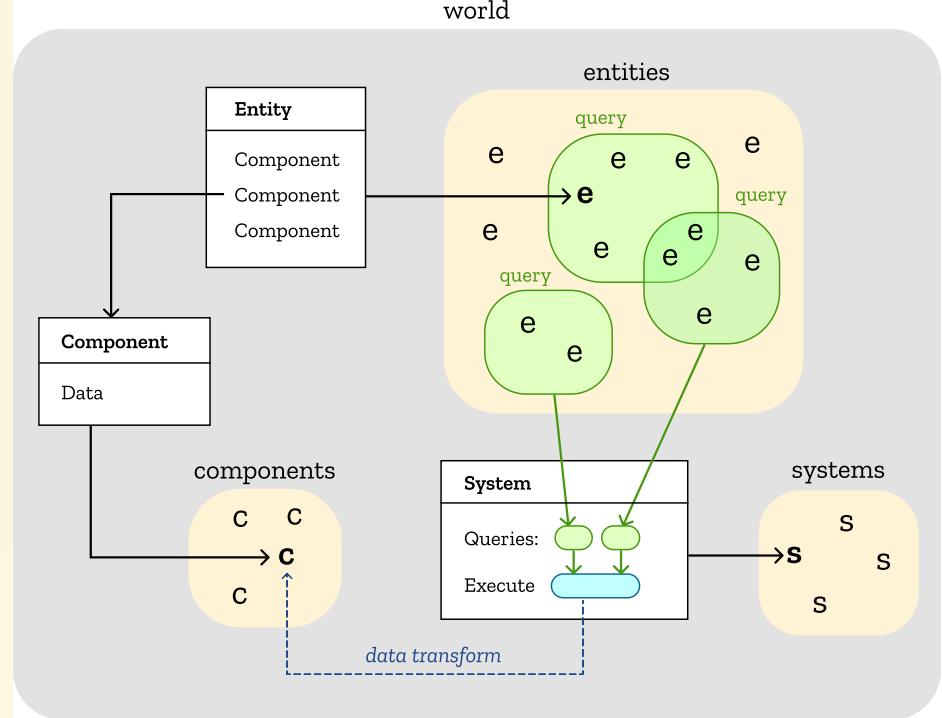
A-Frame

- Declarative wrapper (tags)
- Extremely simple to use (very high-level)
- Modular and extensible
(ECS: [Entity Component System](#))
- Ideal for AR and VR
 - [Mozilla Hubs](#)
 - [A-Painter](#)



ECS

- ECSY 💀
 - articles: [Mozilla](#), [Medium](#)
 - [ECS in 99 lines of code](#)
- EliCS ⭐
 - used in [Meta's IWSDK](#)
- bitECS ⭐
- ECS @ Apple (Video 25') ⭐
- pattern used in [Overwatch!](#)



Tests

```
const THREE = require('three');
const assert = require('assert');

describe('The THREE object', function() {
  it('should have a defined BasicShadowMap constant', function() {
    assert.notEqual('undefined', THREE.BasicShadowMap);
  }),

  it('should be able to construct a Vector3 with default of x=0', function() {
    const vec3 = new THREE.Vector3();
    assert.equal(0, vec3.x);
  })
})
```

The End!