Tech

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Web-Based

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Basic Technologies: (Graphics in Web Browser)

o SVG-DOM (js)

o Canvas2d

o WebGL

Graphics Libraries (js):

o raphael (2D: SVG-DOM)

o three.js (3D: WebGL, Canvas2d, SVG-DOM)

o two.js (2D: WebGL, Canvas2d, SVG-DOM)

o pixi (2D: WebGL, Canvas2d)

o FDGL (2D: WebGL, Canvas2d, SVG-DOM, Save As SVG)

InfoVis Toolkits

o d3 (SVG-DOM)

o chartist (SVG-DOM)

o chart.js (Canvas2d)

o fluiddiagrams (three.js --> FDGL)

o c3 (d3)

o dc.js (d3)

<http://www.html5rocks.com/en/tutorials/internals/howbrowserswork/>