

3JS Research

- JavaScript library and API
- Creates 3D graphics in web browser using WebGL
 - WebGL is the link between the Javascript application and graphics card driver
 - Shaders are small programs embedded in application code as strings
 - Vertex shaders small set of instructions
 - Sent to GPU through WebGL assign position of points forming a mesh/shape
 - Fragment shaders are responsible for colour of one or more vertices
- Serves as layer between JS application and WebGL API

