

Accelerometer

OrientationSensor API

- represents orientation data in WebGL-compatible formats (quaternion, rotation matrix)

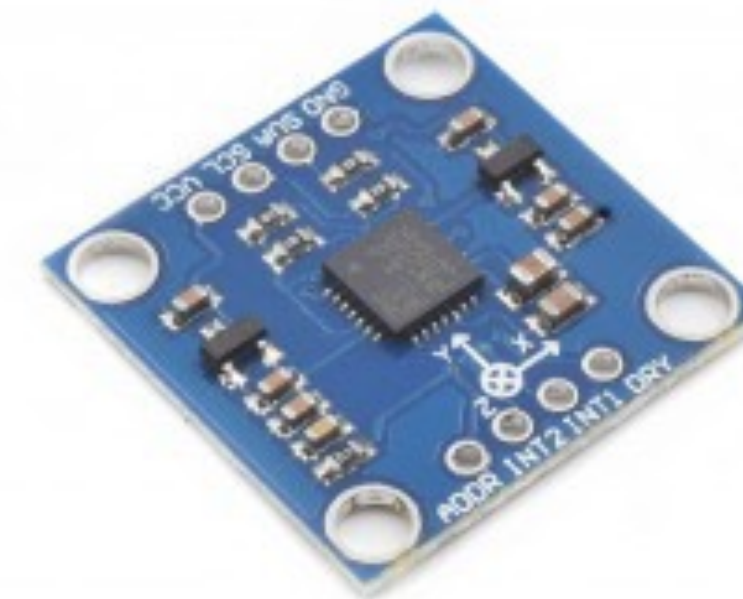


image source: wikipedia

RelativeOrientationSensor

```
const relativeOrientation = new RelativeOrientationSensor();  
relativeOrientation.addEventListener('reading', (e) => {  
  const quaternion = relativeOrientation.quaternion;  
});  
relativeOrientation.start();
```



"a gyroscope and an accelerometer working together - 3d render" - DALL-E