# Accelerometer

## OrientationSensor API

▶ represents orientation data in WebGL-compatible formats (quaternion, rotation matrix)
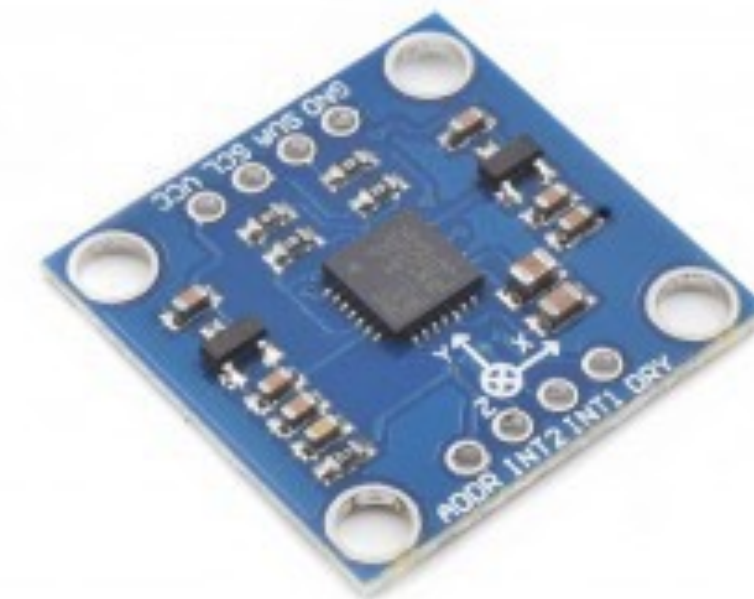
image source: wikipedia

# RelativeOrientationSensor

```javascript
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