Intro to WebGL for Visualization Resources

threejs.org Home to three.js, the most widely adopted JavaScript framework and utility libraries for creating web applications that leverage WebGL. Framework downloads, documentation and examples.

Visual Studio Code An open source editor from Microsoft with support for many major programming languages including JavaScript. Available for MacOS, Windows and Linux.

Firefox Quantum A free, fast, lightweight modern web browser for MacOS, Windows and Linux that supports the latest WebGL standard.

Interactive 3D Graphics course at Udacity This free course goes into much more depth of the fundamentals of both 3D Graphics and WebGL/three.js covered in this workshop.

Paraview An open source data analysis and visualization program for MacOS, Windows and Linux that can convert and export complex data sets to be used in other visualization applications including WebGL and three.js.

Blender An open source 3D modeling program capable of exporting scenes to formats that can be imported by three.js.

Autodesk Education Autodesk makes most of their software feely available to students and educators. The suite includes applications for Computer Aided Drafting, Computational Fluid Dynamics, General 3D Modeling and Animation, Rendering and much more.

codepen.io An interactive, collaborative web development environment where you can browse examples and view source code while the demo runs.

WebGL Fundamentals Tutorials demonstrating the fundamentals of WebGL and WebGL 2.0 using the base WebGL API (lower level than three.js).