



Explore

**WebGL (Web Graphics Library)** is a technology that enables browsers to render **2D and 3D graphics natively** without requiring additional plugins. [It utilizes the hardware GPU for graphic calculations, resulting in improved performance and reduced reliance on third-party tools1](https://www.tutorialspoint.com/webgl/webgl_introduction.htm).

Here are **five free resources** where you can learn more about WebGL:

1. [**WebGL Fundamentals**](https://web.dev/articles/webgl-fundamentals): This comprehensive guide explains the basics of WebGL, shaders, and how to work with clipspace coordinates and colors[2](https://web.dev/articles/webgl-fundamentals).
2. [**Learn WebGL on gitconnected**](https://gitconnected.com/learn/webgl): Explore a curated list of WebGL tutorials, videos, articles, and interactive coding resources[3](https://gitconnected.com/learn/webgl).
3. [**WebGL Fundamentals**](https://webglfundamentals.org/): Dive into the fundamentals of WebGL, including how it works, shaders, and image processing[4](https://webglfundamentals.org/).
4. **Mozilla Developer Network - WebGL**: The official Mozilla documentation provides detailed information on WebGL, including examples and usage guidelines.
5. **The Extensive WebGL Series - Part 1: Low-Level Graphics on Udemy**: This Udemy course covers low-level graphics programming with WebGL.

Happy learning! 🚀🎨