**PlayCanvas** is an open-source **3D game engine** and interactive 3D application engine that runs in modern browsers supporting WebGL. [It also includes a proprietary cloud-hosted creation platform, allowing simultaneous editing from multiple computers via a browser-based interface1](https://en.wikipedia.org/wiki/PlayCanvas).

Here are **five free reference links** where you can learn more about PlayCanvas:

1. [**PlayCanvas Official Website**](https://playcanvas.com/): Explore the PlayCanvas engine, which is used by studios for creating lightweight messenger games, online multiplayer games, product configurators, architectural visualizations, and more[2](https://playcanvas.com/).
2. [**Wikipedia - PlayCanvas**](https://en.wikipedia.org/wiki/PlayCanvas): Learn about PlayCanvas’ features, its open-source nature, and how it works in modern browsers[1](https://en.wikipedia.org/wiki/PlayCanvas).
3. [**Mozilla Developer Network - Building up a basic demo with PlayCanvas**](https://developer.mozilla.org/en-US/docs/Games/Techniques/3D_on_the_web/Building_up_a_basic_demo_with_PlayCanvas/engine): Dive into building a basic demo using PlayCanvas, including resource loading, entity and component systems, graphics manipulation, collision physics, audio, and control inputs[3](https://developer.mozilla.org/en-US/docs/Games/Techniques/3D_on_the_web/Building_up_a_basic_demo_with_PlayCanvas/engine).
4. [**PlayCanvas Blog - Initial WebGPU Support**](https://blog.playcanvas.com/initial-webgpu-support-lands-in-playcanvas-engine-1-62/): Discover how PlayCanvas is at the forefront of WebGPU technology, which promises to revolutionize 3D graphics on the web. [This article discusses the refactoring work required to add WebGPU support and its benefits](https://en.wikipedia.org/wiki/PlayCanvas)[4](https://blog.playcanvas.com/initial-webgpu-support-lands-in-playcanvas-engine-1-62/).
5. [**PlayCanvas WebGPU Clustered Area Lights Demo**](https://blog.playcanvas.com/initial-webgpu-support-lands-in-playcanvas-engine-1-62/): Explore a demo showcasing PlayCanvas’ WebGPU support and its potential for more immersive and interactive 3D experiences on the web[4](https://blog.playcanvas.com/initial-webgpu-support-lands-in-playcanvas-engine-1-62/).

Happy learning! 🚀🎮