
WebGL: Future Web

by Stephen Stadler

WebGL

WebGL (Web Graphics Library) is a JavaScript API for rendering interactive 3D and 2D graphics within any compatible web browser without the use of plug-ins. WebGL does so by introducing an API that closely conforms to OpenGL ES 2.0 that can be used in HTML5 [<canvas>](#) elements.

Support for WebGL is present in [Firefox](#) 4+, [Google Chrome](#) 9+, [Opera](#) 12+, [Safari](#) 5.1+ and [Internet Explorer](#) 11+; however, the user's device must also have hardware that supports these features.

History

3D on the Web

[https://en.wikipedia.
org/wiki/Web3D](https://en.wikipedia.org/wiki/Web3D)

1999 NeMo (Virtools 1.0)

2001 Director 8.5 Shockwave3D

2005-06 Unity Web Player

2007 Flash 9 Papervision

2011 WebGL

2011 Flash 11 Stage3D

Frameworks

JavaScript

three.js

Others

Unity

Flash

Demo

three.js

Nike+ Model

1. Export from Blender
 2. Import via three.js
 3. Deploy to Server
-

Game

Unity

Nike+ “Pre” Runner

1. Create Character
 2. Animate Texture
 3. Add Nike Fuel
 4. Build WebGL
-

The Future

VR

Virtual Reality will change our
perception of the world

Unity & Cardboard

Nike+ “Pre” Runner VR

1. Import Cardboard
 2. Add Cardboard to Scene
 3. Build Android
-

Thank You!

For attending my
Prefontation

Questions?

stephen.stadler@nike.com
