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I'm sending you over the programs through <u>draw calls</u>, hope they reach you :)



@GPU Been a while (lol, not really!).

Passing on programs that you run usually. Shaders I guess, idk.

insid







@Me. Here ya go, nice triangle btw!



## Rendering a 3D Scene on the Browser threejs, WebGL, CPU, GPU, You



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K. Running them!





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## Rendering Pipeline

## WebGL Rendering Engines



## WebGL

- Define Vertices
- Create & Compile Shaders
- Build program from shaders
- · Create buffers
- · Make Draw calls ie. send data from CPU to GPU
- · Draw the triangle on the screen