3D Theory

Geometry

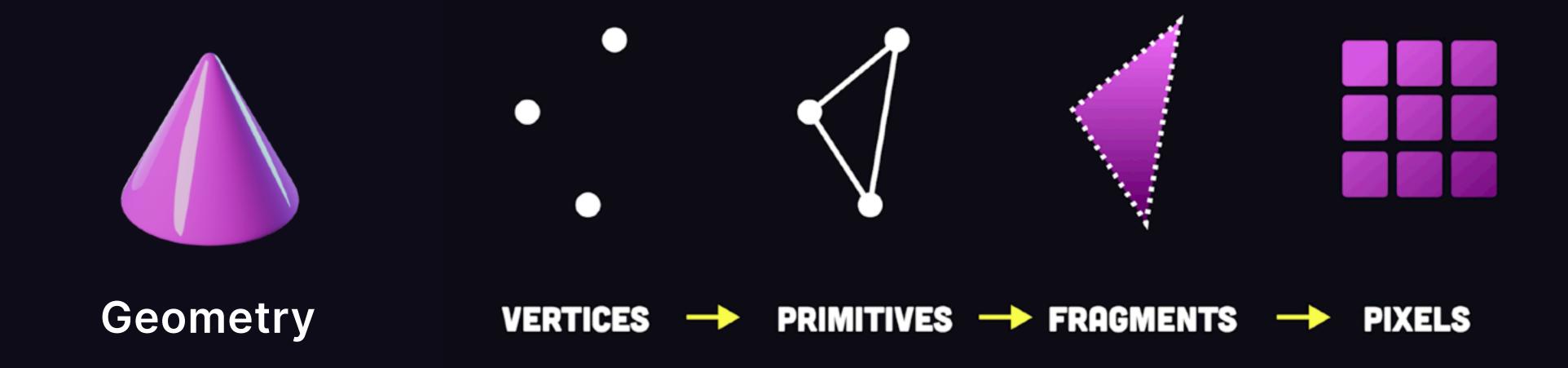VERTICES → PRIMITIVES → FRAGMENTS → PIXELS

WebGL

A low-level OpenGL based JavaScript API for rendering high-performance interactive 3D & 2D graphics on the browser.