

Enchant your website with

**WPX JS**

VanJS 2024-07-24

**Hi 🖐️ I'm Amagi**



- Freelance Web Graphics Engineer
- Web, Unity, TouchDesigner....
- Loves VJ / LiveCoding

# I love VJ / LiveCoding



WAXES

**TODO: paste screenshot here**

**TODO: paste screenshot here**

**TODO: paste screenshot here**

**WebGL?**



# WebGL

- Graphics API for Web (= OpenGL for Web)
- Web site, Game, Generative Art, Demoscenes....
- GPGPU (AI / ML, Physics simulation, etc)

# WebGL is powerful, but...

- WebGL API is too low-level
- Three.js solves many problems, but..
  - Still you have to set up Camera, Renderer, Scene, Texture....
  - Loading / Unloading resources are HARD!!

WAXES

# VFX-JS automatically does:

- Load `<img>` / `<video>` as a WebGL texture
- Add 3D planes to the element positions
- Sync with the original `<img>` / `<video>`
- Apply shader effects

**Shader?**

# Fragment Shader

- Manipulate pixel colors
- *Run code for all pixels every frame!!!*