Glossar

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| Nr | Name | Beschreibung |
| 1 | **Informatisch Begriffe** | |
| 1.1 | Html |  |
| 1.2 | Css |  |
| 1.3 | JavaScript |  |
| 1.4 | Canvas |  |
| 1.5 | Library |  |
| 1.6 | API |  |
| 1.7 | Funktionale Programmierung |  |
| 1.8 | Objekt Orientiere Programmierung |  |
| 1.9 | Klasse |  |
| 1.10 | Abstrakte Klasse |  |
| 1.11 | Instanziieren |  |
| 1.13 | Deploy |  |
| 1.14 | Build |  |
| 2 | **Three.js Begriffe** | |
| 2.1 | Scene |  |
| 2.2 | Renderer |  |
| 2.3 | Meshes |  |
| 2.4 | Plane |  |
| 2.5 | Shaders |  |
| 2.6 | Orbit Controls |  |
| 2.7 | Draco Loader |  |
| 2.8 | *Web Graphics Library* |  |
| 3 | **Generelle Begriffe** | |
| 3.1 | Browser |  |
| 3.2 | Browser Fenster |  |
| 3.3 | Frame |  |
| 3.4 | Third Person |  |