

Webgl Programming Guide

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WebGL brings plugin-free 3D to the web, enabling you to create sophisticated interactive 3D graphics right inside web browsers — perfect for games, user interfaces, and information visualization. The WebGL Programming Guide will help you get started quickly with interactive WebGL 3D programming, even if you have no prior knowledge of HTML5, JavaScript, 3D computer graphics, mathematics, or OpenGL.

WebGL Programming Guide (📖)

The WebGLProgram is part of the WebGL API and is a combination of two compiled WebGLShader s consisting of a vertex shader and a fragment shader (both written in GLSL). To create a WebGLProgram, call the GL context's createProgram () function. After attaching the shader programs using attachShader (), you link them into a usable program.

WebGLProgram - Web APIs | MDN - MDN Web Docs

WebGL enables web content to use an API based on OpenGL ES 2.0 to perform 2D and 3D rendering in an HTML canvas in browsers that support it without the use of plug-ins. WebGL programs consist of control code written in JavaScript and shader code (GLSL) that is executed on a computer's Graphics Processing Unit (GPU).

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Using WebGL (R), you can create sophisticated interactive 3D graphics inside web browsers, without plug-ins. WebGL makes it possible to build a new generation of 3D web games, user interfaces, and information visualization solutions that will run on any standard web browser, and on PCs, smartphones, tablets, game consoles, or other devices.

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