

Modules 1 - Introduction to Computer Graphics with WebGL

Extended Resources

- ❖ This article addresses additional topics related to the history and the fundamental elements of current WebGL implementations:

<https://webglfundamentals.org/webgl/lessons/webgl-fundamentals.html>

- ❖ This article gives in-depth information about the Pipeline Architecture of the GPU and how it is supported in WebGL:

<https://webglfundamentals.org/webgl/lessons/webgl-how-it-works.html>

- ❖ This article continues on the themes of the above articles and it identifies key elements of the Programmable features of the Pipeline Architecture.

<http://math.hws.edu/graphicsbook/c6/s1.html>