

Modules 3 - Animation and Geometric Transformations

Extended Resources

- ❖ This article addresses goes into greater details with useful examples of how to produce simple animations in WebGL:

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

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- ❖ This article explains the different types of transformations in 2D and 3D that can be created in WebGL:

https://csawesome.runestone.academy/runestone/books/published/learnwebgl2/06_transformations/01_introduction.html