

Modules 4 - Viewing and Projections

Extended Resources

- ❖ This article highlights the different types of viewing projections that are possible in WebGL and what each is especially useful for:
https://developer.mozilla.org/en-US/docs/Web/API/WebGL_API/WebGL_model_view_projection

- ❖ This article gives useful examples and additional details about Orthographic viewing projections in WebGL:
http://learnwebgl.brown37.net/08_projections/projections_ortho.html

- ❖ This article gives useful examples and additional details about Perspective viewing projections in WebGL:
http://learnwebgl.brown37.net/08_projections/projections_perspective.html