Modules 2 - Working with WebGL and JavaScript

Extended Resources

- ❖ This article addresses the WebGL and JavaScript methods that work together to program the GPU, addressing how to declare and initialize data in JavaScript and pass it to WebGL: https://webglfundamentals.org/webgl/lessons/webgl-shaders-and-glsl.html

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- ❖ This article explains how the Canvas works in HTML 5 and in particular how it is used for WebGL programs: https://developer.mozilla.org/en-US/docs/Web/API/WebGL_API/Tutorial/Getting_started_with_WebGL