

The logo features the text 'WebGL Workshop (London)' in a bold, red, sans-serif font. The 'WebGL' part is enclosed within a red, stylized oval shape that resembles a lens or a camera viewfinder. The text is set against a light blue background with a subtle pattern of concentric circles and a faint, larger-scale grid.

# WebGL Workshop (London)

A look at three.js

Thursday, Feb 20<sup>th</sup> - 6:30 PM

SkillsMatter, 116-120 Goswell Road, London

# Carl Bateman



- By day --
  - Software Engineer (desktop)
  - C#, C++, VB, MySQL, .NET, Linq, blah, blah, blah
- By night --
  - Software Engineer (desktop)
  - OpenGL, Unity, JavaScript, PHP, CSS, HTML and, of course, WebGL
- Love 3d and game jams
- Not affiliated in any way with SkillsMatter

# Tonight

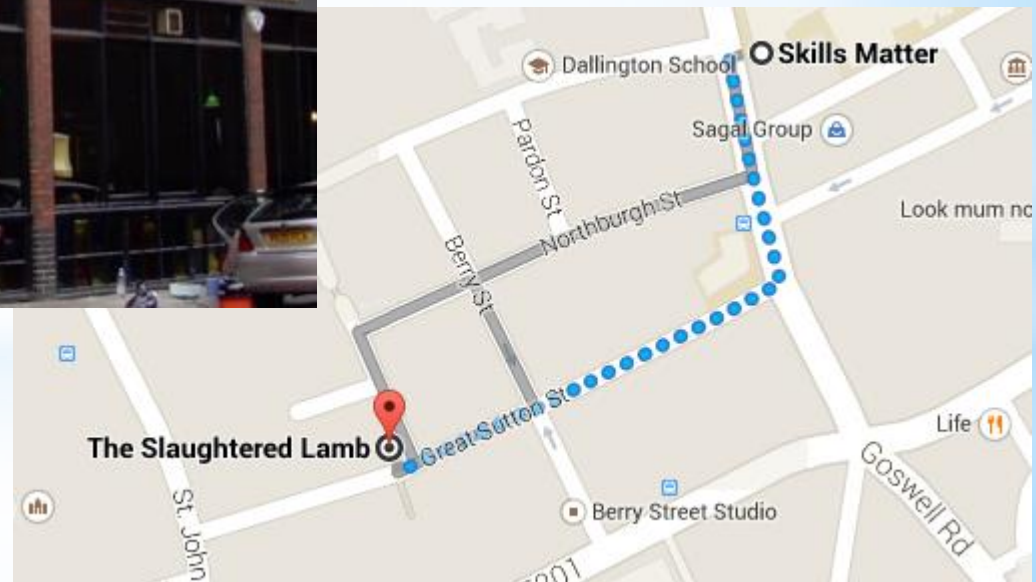
- Presentation by PlayCanvas
- A look at THREE.js
- A brief look at Babylon.js

# Next time

- A look at shaders
- Tuesday, April 8<sup>th</sup> - 6:30 PM
- SkillsMatter, 116-120 Goswell Road, London

# After workshop drinkies

- @ The Slaughtered Lamb



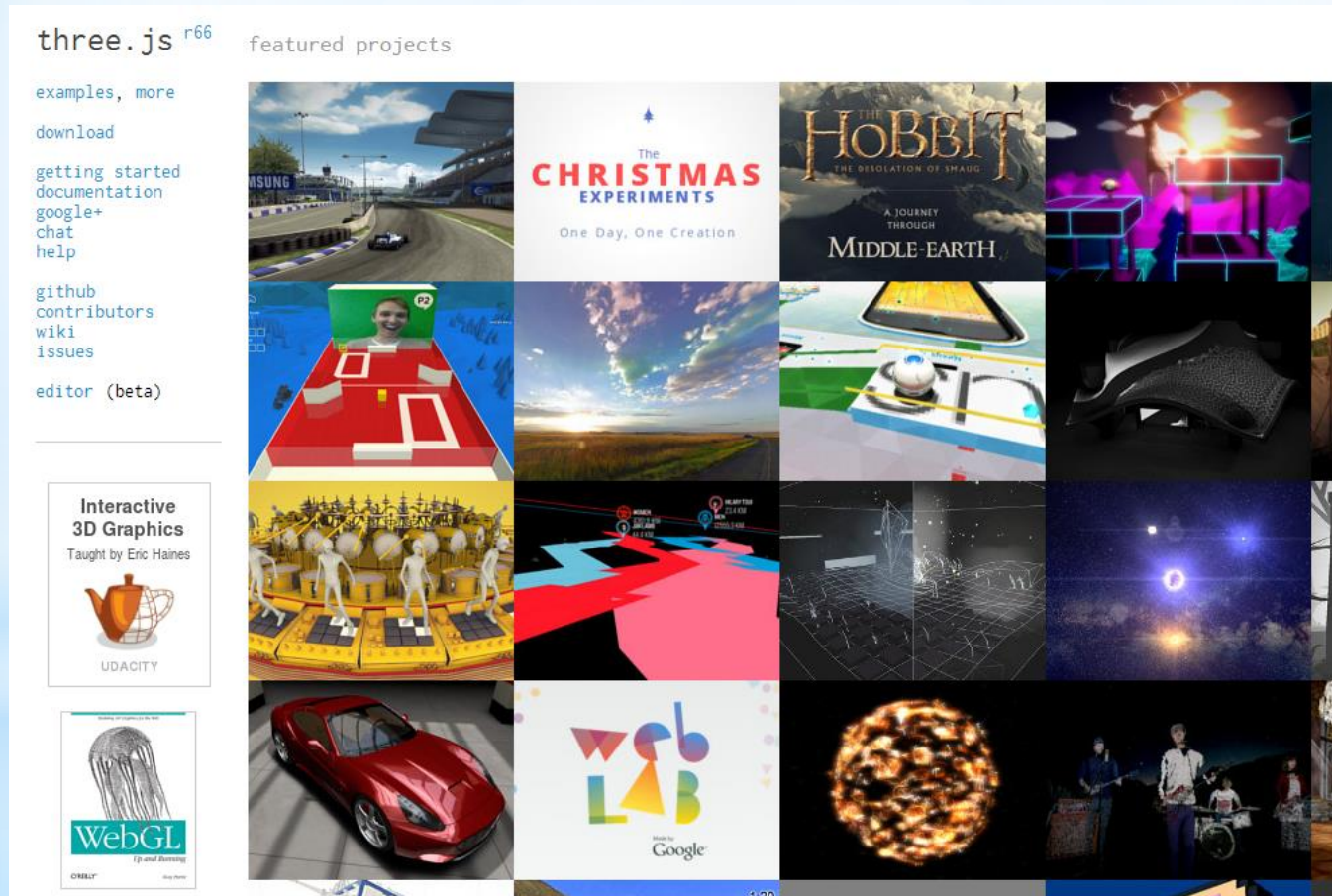
# A look at THREE.js

- Slides and stuff at

[webglworkshop.com/w04](http://webglworkshop.com/w04)

# A look at THREE.js

- <http://threejs.org/>



The screenshot shows the three.js website interface. At the top left, it says "three.js r66" and "featured projects". Below this are several navigation links: "examples, more", "download", "getting started", "documentation", "google+", "chat", "help", "github", "contributors", "wiki", "issues", and "editor (beta)".

The main content area is a grid of featured projects. The projects shown include:

- A racing track scene with a car.
- "The CHRISTMAS EXPERIMENTS" with the tagline "One Day, One Creation".
- "THE HOBBIT THE DESEALATION OF SMAUG" with the subtitle "A JOURNEY THROUGH MIDDLE-EARTH".
- A 3D scene with a person's face on a screen and a red floor.
- A landscape scene with a sunset over a field.
- A 3D scene with a blue and white robot-like object.
- A 3D scene with a black and white abstract shape.
- A 3D scene with a yellow and white structure.
- A 3D scene with a red and blue abstract shape.
- A 3D scene with a wireframe grid.
- A 3D scene with a blue and purple abstract shape.
- A 3D scene with a red sports car.
- The "Web LAB" logo, "Made by Google".
- A 3D scene with a glowing orange sphere.
- A 3D scene with a band performing on stage.

On the left side of the grid, there are two promotional cards:

- "Interactive 3D Graphics" by Udacity, taught by Eric Haines, featuring a teapot.
- "WebGL Up and Running" by O'Reilly, featuring a jellyfish.

# A look at THREE.js

- Lot of resources
  - [learningwebgl.com/](http://learningwebgl.com/)
  - [learningthreejs.com/](http://learningthreejs.com/)
- And books
- And documentation
- And tutorials
- Udacity course - Interactive 3D Graphics
  - Eric Haines of Autodesk
  - Free
  - [www.udacity.com/course/cs291](http://www.udacity.com/course/cs291)

# A look at THREE.js

- Babylon.js
- [www.babylonjs.com/](http://www.babylonjs.com/)

WEBGL.  
SIMPLE.  
POWERFUL.

babylon  
JS

ABOUT ?

DOWNLOAD

DEMOS

TRAIN 70 MB

ROBOT 8.5 MB

WORLDMONGER 8.5 MB

HEART 14 MB