

Free!

WebGL Workshop (London)

A look at three.js

Thursday, Feb 20th - 6:30 PM

SkillsMatter, 116-120 Goswell Road, London

- Chief cook and bottle washer
- Software Engineer (desktop)
- C#, C++, VB, MySQL, .NET, Linq, blah, blah, blah

- OpenGL, Unity, JavaScript, PHP, CSS, HTML and, of course, WebGL

- Love 3d and game jams

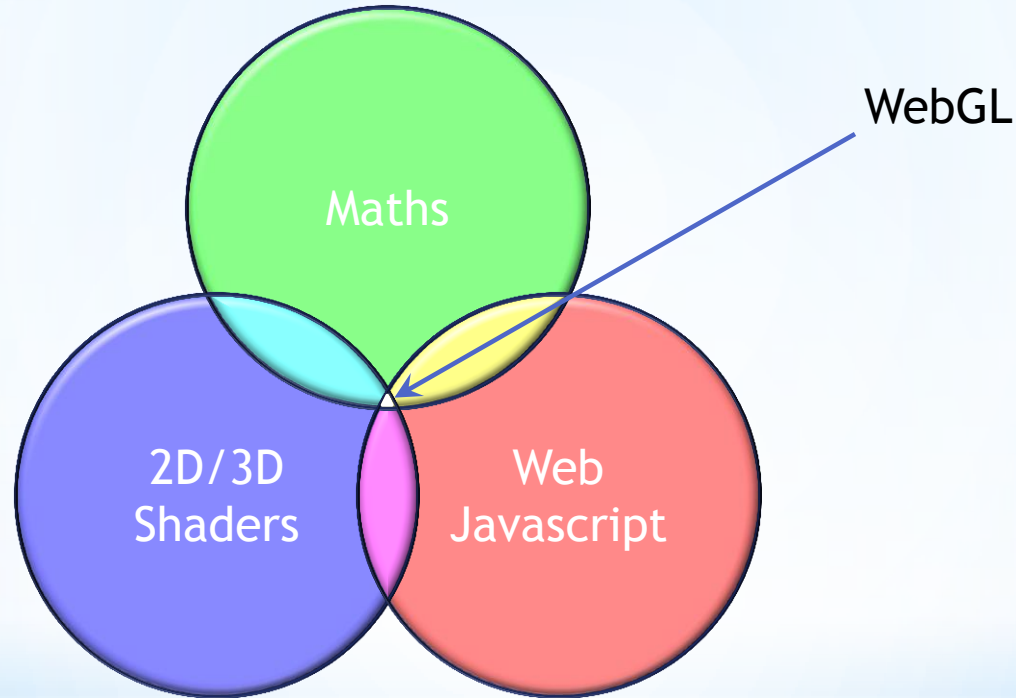
Carl Bateman



- Workshop
- Learn WebGL
- Interactive
- Questions and suggestions encouraged
- Mixed abilities
- Mutual support

Purpose

- WebGL combines interests



Motivation

- Wanted to learn shaders
- TL;DR
- Got bored
- No workshops
- Started one

Motivation

- Hour and a half
- Short presentation
- Worksheets
- Work through code samples (e.g. "WebGL Up and Running")
- Pub

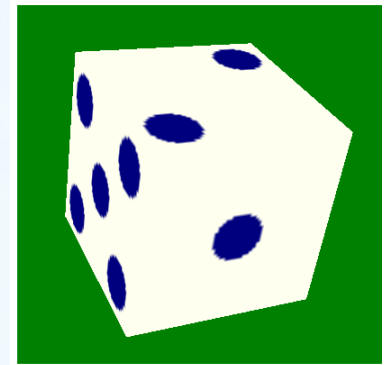
Format

- Early days
- Low level
- Set up
- Debug
- Interaction
- Lights

So far

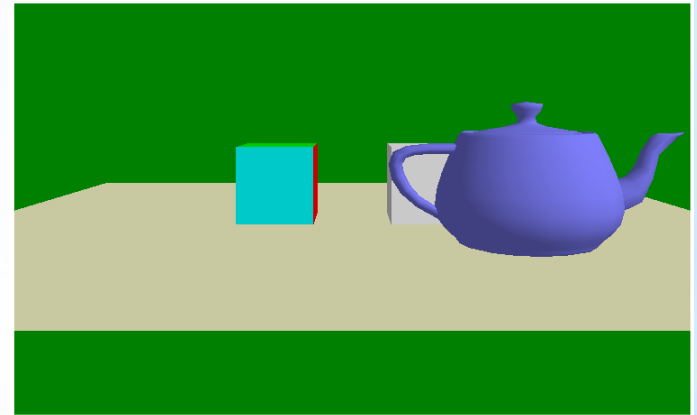
- **Interaction**

- webglworkshop.com/02/06.Rotatable.Dice.html



- **Lighting**

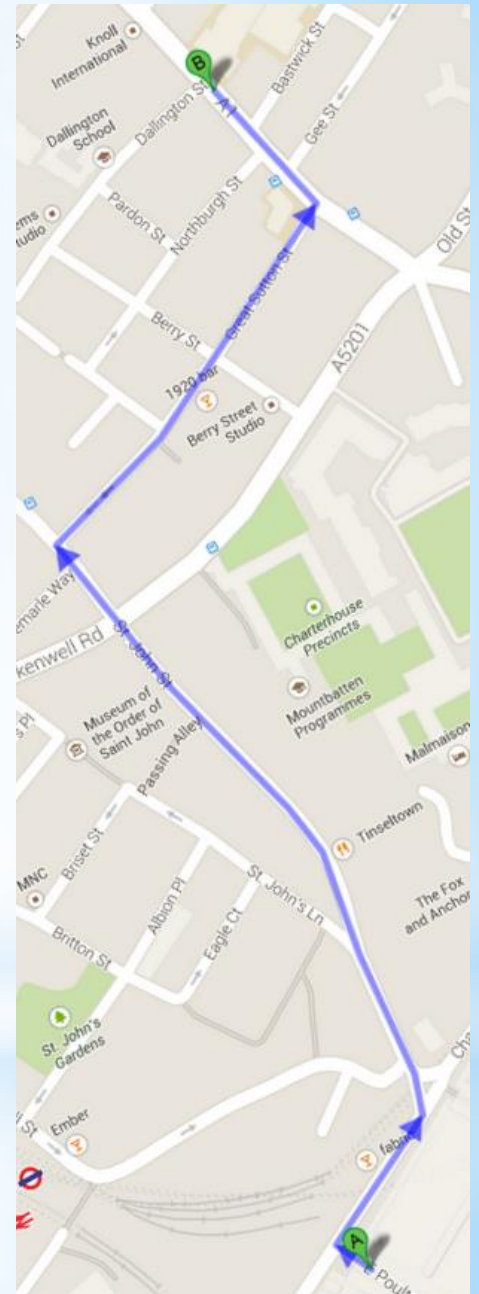
- webglworkshop.com/03/04.light.directional.fragment.html



So far

- 4th workshop
- A look at three.js
 - Thursday, Feb 20th - 6:30 PM
 - SkillsMatter
116-120 Goswell Road
London

Next



- Laptop
- Browser with WebGL support (<http://get.webgl.org/>)
- Text editor

- HTML and programming (preferably JavaScript)

Prerequisites

- Publicist
- Web master
- Blogger
- Sponsors
- Event Organiser
- Speakers
- Venues (free)

Help!!!

Carl@webglworkshop.com

meetup.com/WebGL-Workshop-London

Contact