WebGLT

Getting Started with Web 3D (WebGL & Three.js)

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WebGLT - Version: 1

🕐 1 days Course

Description:

The domain of 3D is well known in the world of gaming and CG movies, but using advanced capabilities of all modern browsers - 3D web-development has long since become very popular in many fields from gaming to real time visualizations in health industry, education and military industry.

In this two days workshop we'll learn the basic concepts of 3d visualization, create a first 3D world of our own, and slightly touch some more advanced techniques.

Intended audience:

Prerequisites:

Objectives:

Topics:

º Basic 3D concepts

º Geometry

º Lighting

º Projection & Cameras

º Materials

º Textures

º Animation

º Interaction

º Shadowing

º Advanced Lighting with Maps

º Advanced shading