



# WebGL Skybox: Beginner's Guide - 3D Scenes and Virtual Environments

*A. Butler*

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## **WebGL Skybox: Beginner's Guide - 3D Scenes and Virtual Environments** A. Butler

WebGL skyboxes represent 3D environments for games, virtual worlds, scientific simulation, and other online presentations. "WebGL Skybox" explains how to display an interactive online scene. Swipe to view the 3 dimensional background. With JavaScript, change the graphics to view different scenes.

"WebGL Skybox: Beginner's Guide - 3D Scenes and Virtual Environments", provides an easy introduction to WebGL. We prepared the book for readers familiar with HTML and JavaScript, yet new to WebGL. However "WebGL Skybox" provides helpful instruction for professional developers as well.

In the process of preparing a skybox we discuss many WebGL concepts, functions, and properties. Topics include cube maps, vertex buffer objects, index element buffers, vertex shaders, fragment shaders, uniforms, attributes, varyings, vec3, vec4, mat4, samplerCube, the textureCube() function, perspective projection, 4 x 4 matrices, and matrix rotations. If those terms seem new to you, then "WebGL Skybox" offers helpful guidance. If you're familiar with WebGL and would like to learn to develop a skybox, "WebGL Skybox" provides a straightforward implementation.

WebGL Advantages:

WebGL offers the ability to display 2D and 3D graphics quickly. Games, animation, scientific simulation, interactive presentations, and other graphic intensive Web pages, can run faster with WebGL. WebGL accesses the graphics processing unit (GPU) on mobile and desktop devices to render graphics with hardware. Hardware rendering provides the opportunity for much faster display, than software rendering.

We believe WebGL is the future of online 3D media and games. Current Windows PCs, Macintosh computers, Androids, iPhones, Windows Phones, and some Blackberry devices, run WebGL. As of fall 2014 Apple iPhones with iOS 8, and proper hardware, support online WebGL content.

That's big news for Web developers and designers. Soon all major mobile devices and operating systems will have the ability to display WebGL 3D games and media online. WebGL appears ready to change the Web significantly. We're releasing WebGL tutorials to help you prepare for the next wave of Web technology.

WebGL skill provides the opportunity to reach millions online with fast games and 3D graphics.

Supported Devices:

The example projects were tested with iPhone 6, Windows Phone 8.1, Android phones with the Firefox browser, Windows 8.1 with Internet Explorer 11, Windows Vista with the Google Chrome browser. Additionally according to online information, Macintosh OS X Yosemite with the Safari browser should support WebGL by default.

The JavaScript examples for "WebGL Skybox: Beginner's Guide - 3D Scenes and Virtual Environments" use functional programming style.

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