WebGL Power for your "Web Design"

Presented by Akihiro Oyamada (@yomotsu)

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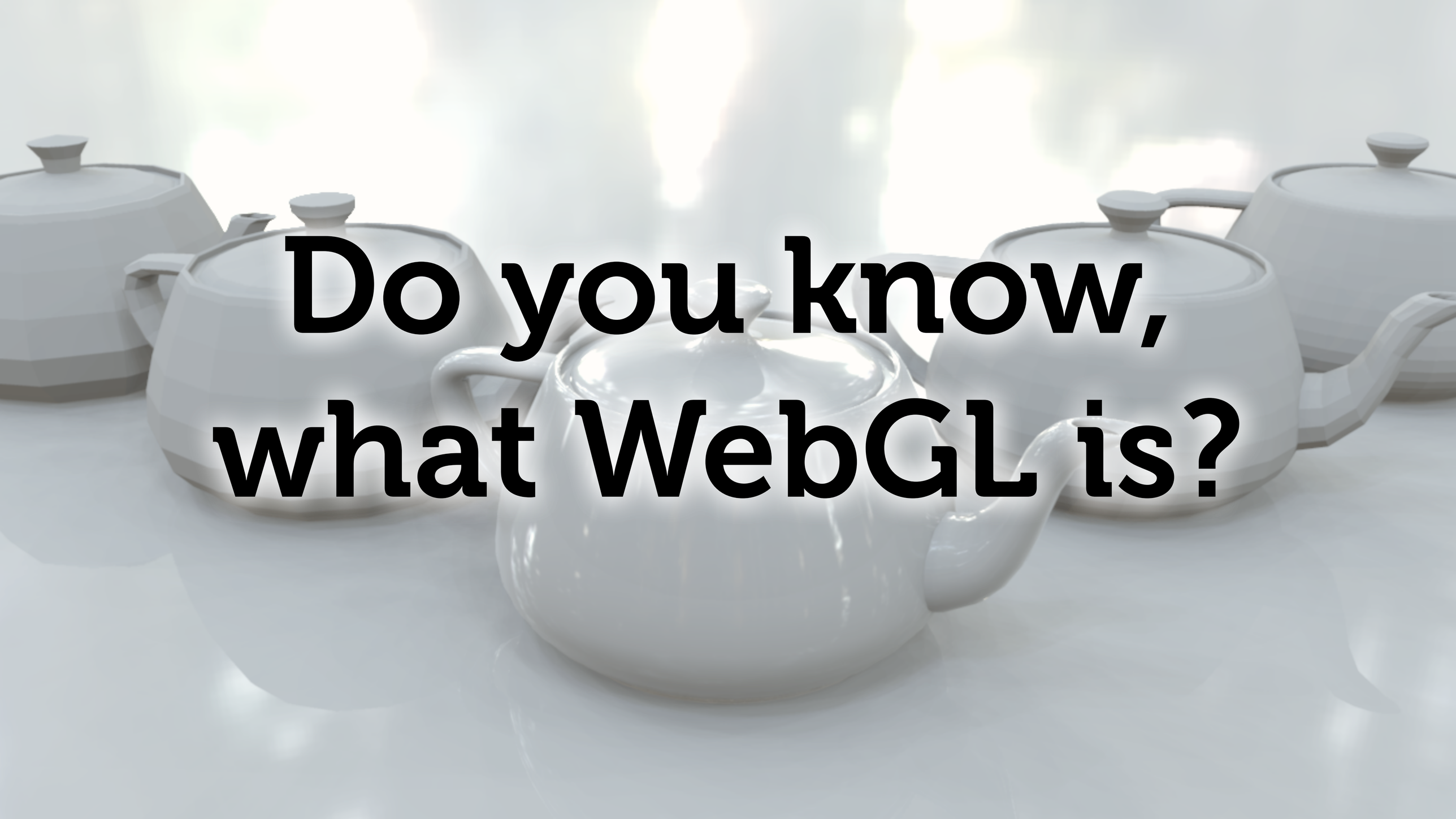
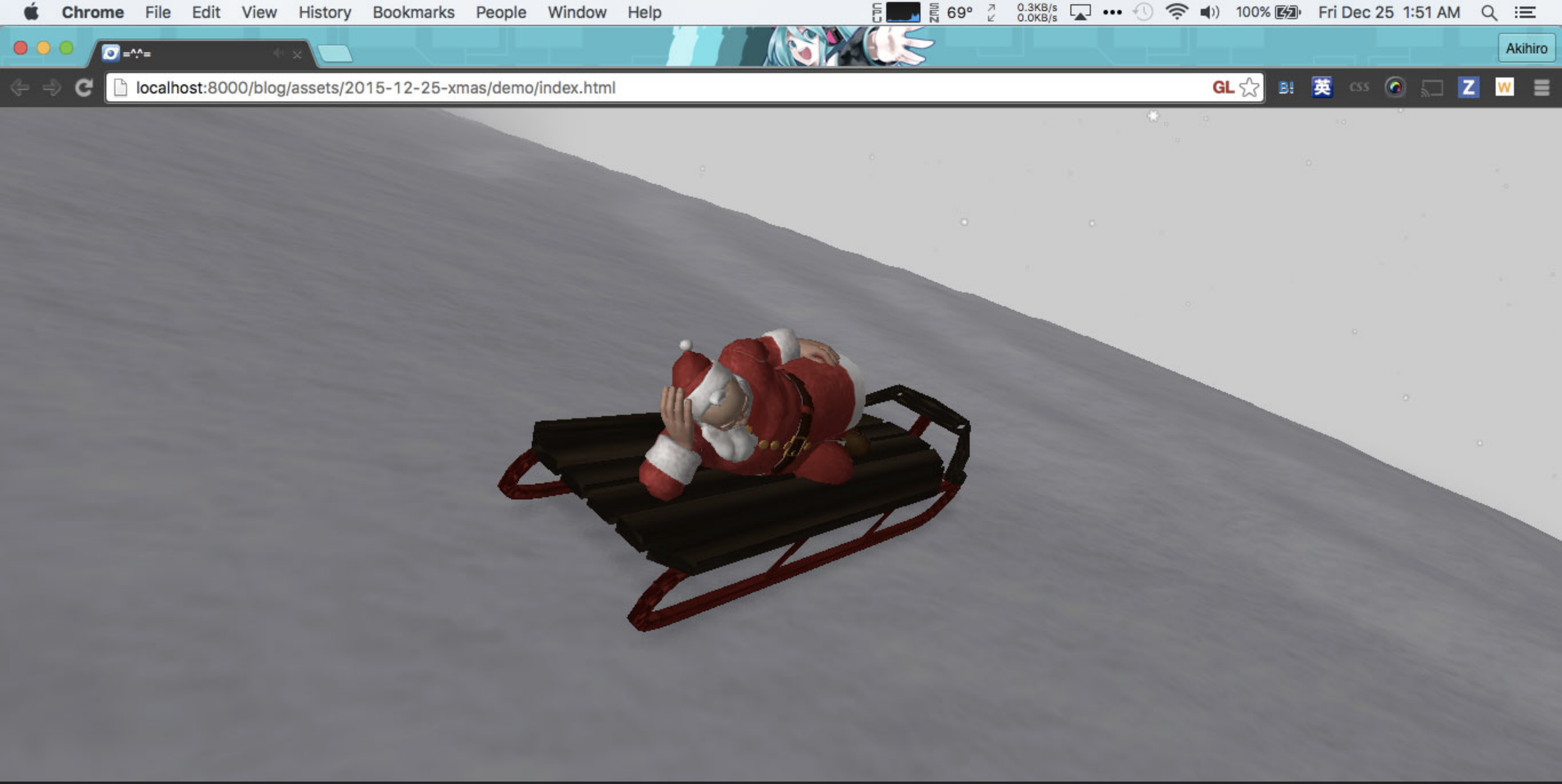
Akihiro Oyamada

@yomotsu

Frontend Engineer
at PixelGrid, Inc.

Microsoft® Most Valuable Professional


Do you know,
what WebGL is?



http://yomotsu.net/blog/assets/2015-12-25-xmas/demo/index.html
http://yomotsu.net/blog/assets/2015-12-25-xmas/demo/index2.html

x | Feature: WebGL - 3D Canvas graphics

WebGL - 3D Canvas graphics - OTHER

Method of generating dynamic 3D graphics using JavaScript, accelerated through hardware

Global	55.76% + 28.24% =	84.01%
Japan	64.75% + 21.48% =	86.23%

Current aligned | Usage relative | Show all

IE	Edge *	Firefox	Chrome	Safari	Opera	iOS Safari *	Opera Mini *	Android Browser *	Chrome for Android
8			45					4.3	
9		42	46					4.4	
10	1 12	43	47			8.4		4.4.4	
1 11	1 13	44	48	9	34	9.2	8	46	47
	1 14	45	49	9.1	35	9.3			
		46	50		36				
		47	51						

Notes | Known issues (1) | Resources (10) | Feedback

Support listed as "partial" refers to the fact that not all users with these browsers have WebGL access. This is due to the additional requirement for users to have up to date video drivers. This problem was solved in Chrome on Windows as of version 18.

http://caniuse.com/#feat=webgl

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runs everywhere!

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Note that WebGL is part of the Khronos Group, not the W3C.

[1] WebGL context is accessed from "experimental-webgl" rather than "webgl"

- A JavaScript API
- 3D Graphic
- 2D Graphic
- Vector Graphic

Worth Using!

even 2D Web Designing

Chrome File Edit View History Bookmarks People Window Help

Fri Jan 29 5:25 PM

=^^=

Akihiro

yomotsu.github.io/GLSlideshow.js/examples/apis.html

GitHub repo

```
instance.pause();
```

run

```
instance.play();
```

run

```
instance.getCurrent();
```

run

```
instance.getPrev();
```

http://yomotsu.github.io/GLSlideshow.js/examples/apis.html

```
<div id="slideshow-placeholder"></div>
```

```
<div id="slideshow-placeholder"></div>

<script>









</script>
```

```
<div id="slideshow-placeholder"></div>

<script>
var slideshow = GLSlideshow.autoDetectRenderer();









</script>
```

```
<div id="slideshow-placeholder"></div>

<script>
var slideshow = GLSlideshow.autoDetectRenderer(
  [ './img/1.jpg', './img/2.jpg', './img/3.jpg', './img/4.jpg' ]
);









</script>
```

```
<div id="slideshow-placeholder"></div>

<script>
var slideshow = GLSlideshow.autoDetectRenderer(
  [ './img/1.jpg', './img/2.jpg', './img/3.jpg', './img/4.jpg' ],
  {
    width   : 1024,        // optional
    height  : 576,         // optional
    duration: 1000,        // optional
    interval: 5000,        // optional
    effect  : 'crossZoom' // optional
  }
);

</script>
```

```
<div id="slideshow-placeholder"></div>

<script>
var slideshow = GLSlideshow.autoDetectRenderer(
  [ './img/1.jpg', './img/2.jpg', './img/3.jpg', './img/4.jpg' ],
  {
    width   : 1024,        // optional
    height  : 576,         // optional
    duration: 1000,        // optional
    interval: 5000,        // optional
    effect  : 'crossZoom' // optional
  }
);
$( '#slideshow-placeholder' ).append( slideshow.domElement );
</script>
```

The lib is Available on GitHub

with some docs

https://github.com/yomotsu/GLSlideshow.js

Ask a engineer
to make your idea possible

gl.finish();

@yomotsu