

Webgl Programming Guide

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WebGL Programming Guide (??)

The WebGLProgram is part of the WebGL API and is a combination of two compiled WebGLShader s consisting of a vertex shader and a fragment shader (both written in GLSL). To create a WebGLProgram, call the GL context's createProgram () function. After attaching

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the shader programs using `attachShader()`, you link them into a usable program.

WebGLProgram - Web APIs | MDN - MDN Web Docs

WebGL enables web content to use an API based on OpenGL ES 2.0 to perform 2D and 3D rendering in an HTML canvas in browsers that support it without the use of plug-ins. WebGL programs consist of control code written in JavaScript and shader code (GLSL) that is executed on a computer's Graphics Processing Unit (GPU).

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