

Seven Simple Shaders: WebGL Tutorial (Online 3D Media with WebGL)



Seven Simple Shaders discusses seven WebGL projects with unique shaders. In the process we provide an overview of the WebGL shader language. The projects include Animated Colors Fade in and Out, Cube Color Animation, Color Filters, Radiating colors, Zoom into a Photograph, Multiply Shapes, and Spotlight Effect. Seven Simple Shaders is the third book in the series title Online 3D Media with WebGL. We assume the reader understands JavaScript, HTML, and how to texture map a simple mesh with WebGL. The previous two books provide an easy introduction. This book builds on the foundation provided with WebGL Textures & Vertices: Beginners Guide and WebGL Textures: Introduction to Mipmaps, Sub Images & Atlases. We continue to use much of the same initialization source code. We explain how to upload JavaScript arrays and numbers to shader uniforms. We cover shader uniform types float, mat4, vec2, and vec4. We demonstrate how to pass data to the fragment shader from the vertex shader with varyings. The book discusses how to modify texture coordinates, vertex coordinates, and color channels within the shaders. We illustrate how to use shader language built-in functions distance(), texture2D(), sin(), and cos(). We demonstrate uploading and processing multiple image files as textures within the shaders. Seven Simple Shaders demonstrates WebGL methods getUniformLocation(), uniformMatrix4fv(), uniform1f(), uniform2f(), uniform4f(), drawElements(), vertexAttribPointer(), texParameteri() for magnification filters, and activeTexture(). The first three books in the series Online 3D Media with WebGL, share two JavaScript files which initialize WebGL features. The files GLControl.js and GLEntity.js upload buffers and textures. This book includes an overview of the

initialization sequence, diagrams, and fully commented source code. We recommend readers understand the basics. Advantages:

Shaders provide the power behind WebGL. Shaders execute within the graphics processing unit (GPU), designed for rapid manipulation and display of images, 2D and 3D models. Most mobile devices and desktop computers include a GPU. Properly prepared shaders run much faster than similar operations within software. Shaders represent the key to high speed graphics with WebGL. Wide WebGL Shader Support: Every major mobile device and desktop operating system now enables WebGL. Fall of 2014 Apple released the first iPhone with WebGL support. Currently WebGL runs on iPhone with iOS 8, Android phones and tablets, Windows PC with Windows 8.1 or Microsoft Edge, Windows Phone with Windows 8.1, and Macintosh with OS X Yosemite. We're writing a series of short tutorials to help readers prepare for a potential wave of online media with WebGL.

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