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18.1: Introduction to WebGL in

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p5.js - WebGL and p5.js Tutorial
Introducing WebGL in p5.js. In
p5.js, there are two render
modes: P2D (default renderer)
and WEBGL. Both render modes
utilize the html canvas element,
however by enabling the WEBGL
"context" on the canvas, we can

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now draw in both 2D and 3D. To enable WEBGL, simply specify as the third parameter in the createCanvas() function.

Lauren McCarthy - amazon.com
This is the first video in a playlist about the WEBGL renderer in the

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p5.js library. I discuss 3D rendering in the browser and the current state of capabilities in p5.js WebGL.

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hobbyists, grandparents, and everyone in between. This book is also appropriate for people with programming experience who want to learn the basics of interactive computer graphics.

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2. Starting to Code - Make:

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p5.js was created by Lauren
McCarthy and is developed by a
community of collaborators, with
support from the Processing

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Foundation and NYU ITP. Identity
and graphic design by Jerel
Johnson.

Getting Started with p5js Part 3:
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are two really good solutions for this: one even simpler than the old IDE, and one a little more complicated to set up, but great once you're used to it. The first is the p5 Web Editor, and the second is a quick, local environment setup using

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book, and Examples 5-20, 5-21
Touch functions in the book; Q1.

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ways to contribute to p5.js:
Involvement Options. Share something you've made! Teach a workshop or class. Organize a meet-up. Contribute to the codebase. Credits. p5.js was created by Lauren McCarthy and is developed by a community of

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collaborators, with support from
the Processing Foundation and
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About Lauren McCarthy Lauren

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McCarthy is an artist and programmer based in Brooklyn, NY. She is full-time faculty at NYU ITP, and recently a resident at CMU STUDIO for Creative Inquiry and Eyebeam. ... Getting Started with p5.js: Making Interactive Graphics in JavaScript and ...

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