Programmation web • Bibliothèques

Web Programming • Libraries

three.js

JavaScript 3D library.

https://github.com/mrdoob/three.js/

regl

Functional WebGL.

https://github.com/regl-project/regl

Stackgl

Open software ecosystem for WebGL, built on top of browserify and npm.

http://stack.gl/

Paper.js

The swiss army knife of vector graphics scripting.

http://paperjs.org/

Pixi.js

HTML 5 2D rendering engine that uses webGL with canvas fallback.

http://www.pixijs.com/

p5.js

JavaScript library that starts with the original goal of Processing.

https://p5js.org/

Fabric.js

Javascript canvas library, SVG-to-canvas parser.

http://fabricjs.com/

Sketch.js

Minimal JavaScript creative coding framework.

http://soulwire.github.io/sketch.js/

Two.js

Two-dimensional drawing api geared towards modern web browsers

https://two.js.org/

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