

# 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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