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WebGL brings plugin-free 3D to the web, enabling you to create sophisticated interactive 3D graphics right inside web browsers – perfect for games, user interfaces, and information visualization. The WebGL Programming Guide will help you get started quickly with interactive WebGL 3D

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## 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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