Accelerating Data Visualization using WebGL 2.0

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Visualization Framework Suite

WebGL2-enabled
high-performance
data visualization
frameworks suite

Open sourced at:
deck.gl v4.1

Layer-based geographical information visualization
luma.gl v4

A lightweight WebGL2 rendering engine for high performance data visualization
WebGL2 for visualization

- Transform Feedback
- Multiple Render Targets
- Instanced Rendering
- Floating Point Texture
- 3D Textures
- GLSL 3.0 ES Shaders
Demo
Wind

Vector field and particle flow data provided by NCAA.
The Delaunay Interpolation Layer

Interpolate wind velocity from non-uniform wind station and render to a floating point texture.
The Vector Field Layer

Sample the generated texture from the Delaunay Interpolation Layer and render wind field on a regular grid.
The Particle Layer

Particles are animated using Transform Feedback
Beyond Maps
Beyond maps
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