



babylon.JS

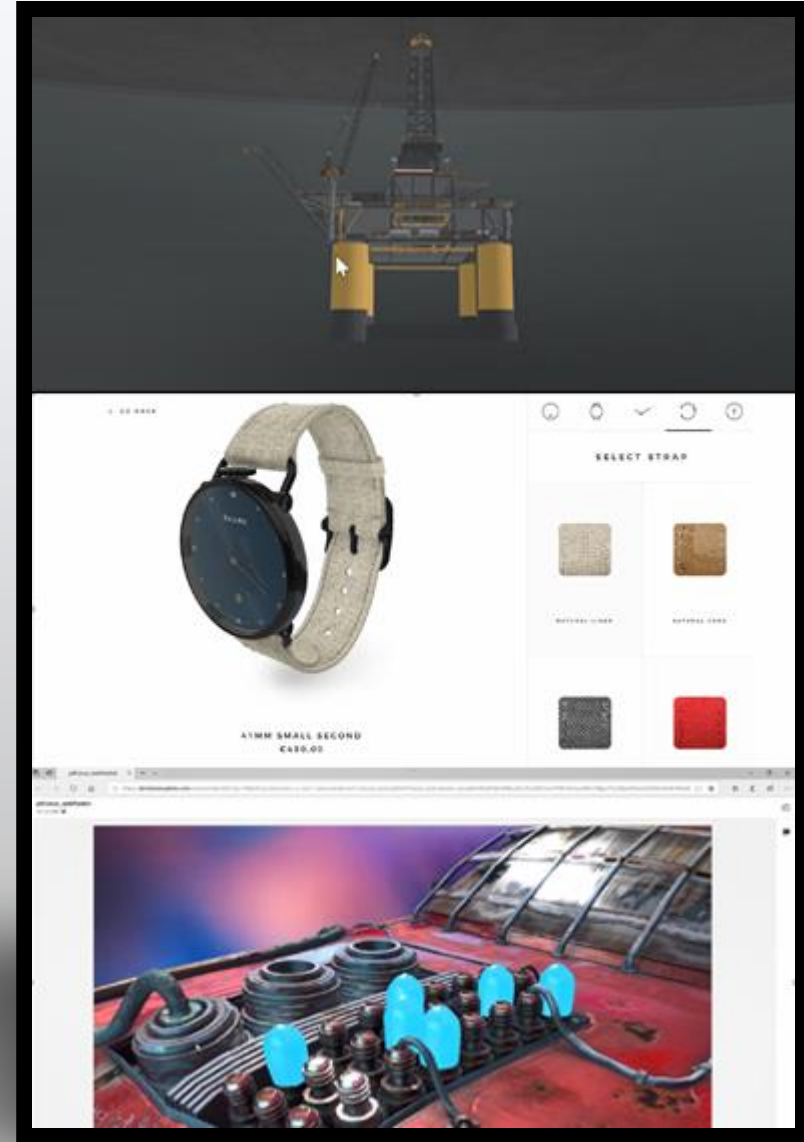
WebGL Meetup - GDC 2019

Gary Hsu
@bghgary

Babylon.js at a Glance

- 3D engine built on top of **WebGL** (1 and 2)
- **Open** source (Apache 2 license)
- **Community** driven
- Written in **TypeScript**
- Used by a lot of web apps
 - Office, SharePoint Spaces, OneDrive, Bing, Visio
 - Adobe, Samsung, Toyota, Sony Electronics, US Army, Ubisoft

<https://www.babylonjs.com>





OneDrive



babylon.**JS**

+



8TH
WALL

Products and Demos

SharePoint Spaces

<https://www.exploresharepointspaces.com>

hapticmedia Clients Projects

<https://hapticmedia.fr/projets-clients>

Azure Media Services

<https://azure.microsoft.com/en-us/services/media-services/media-player>

axeon 360

<https://axeon-360.com>

https://axeon.fr/CLIENT/INFIME/Virtual_Staging_V2

Adobe Dimension

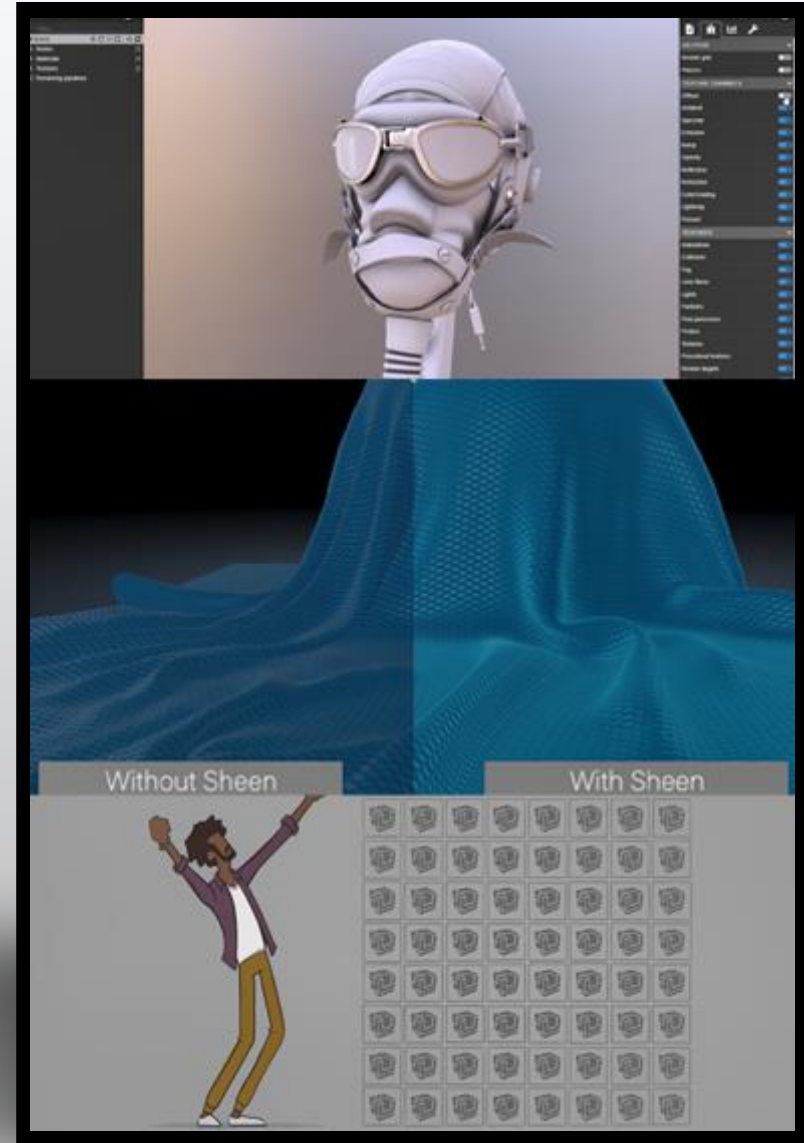
<https://dimension.adobe.com>

8th Wall

<https://8thwall.com>

What's New

- New Inspector ([Deltakosh](#))
- PBR Next ([Sebavan](#))
 - Energy Conservation
 - Clear Coat
 - Sheen
- ESNNext Modules ([Sebavan](#))
- AmmoJS ([TrevorDev](#))
 - Soft bodies ([JohnK](#))
- Optimizations ([Deltakosh](#), [barrojj](#), [TrevorDev](#))







With Sheen



so that you can use only the pieces you need

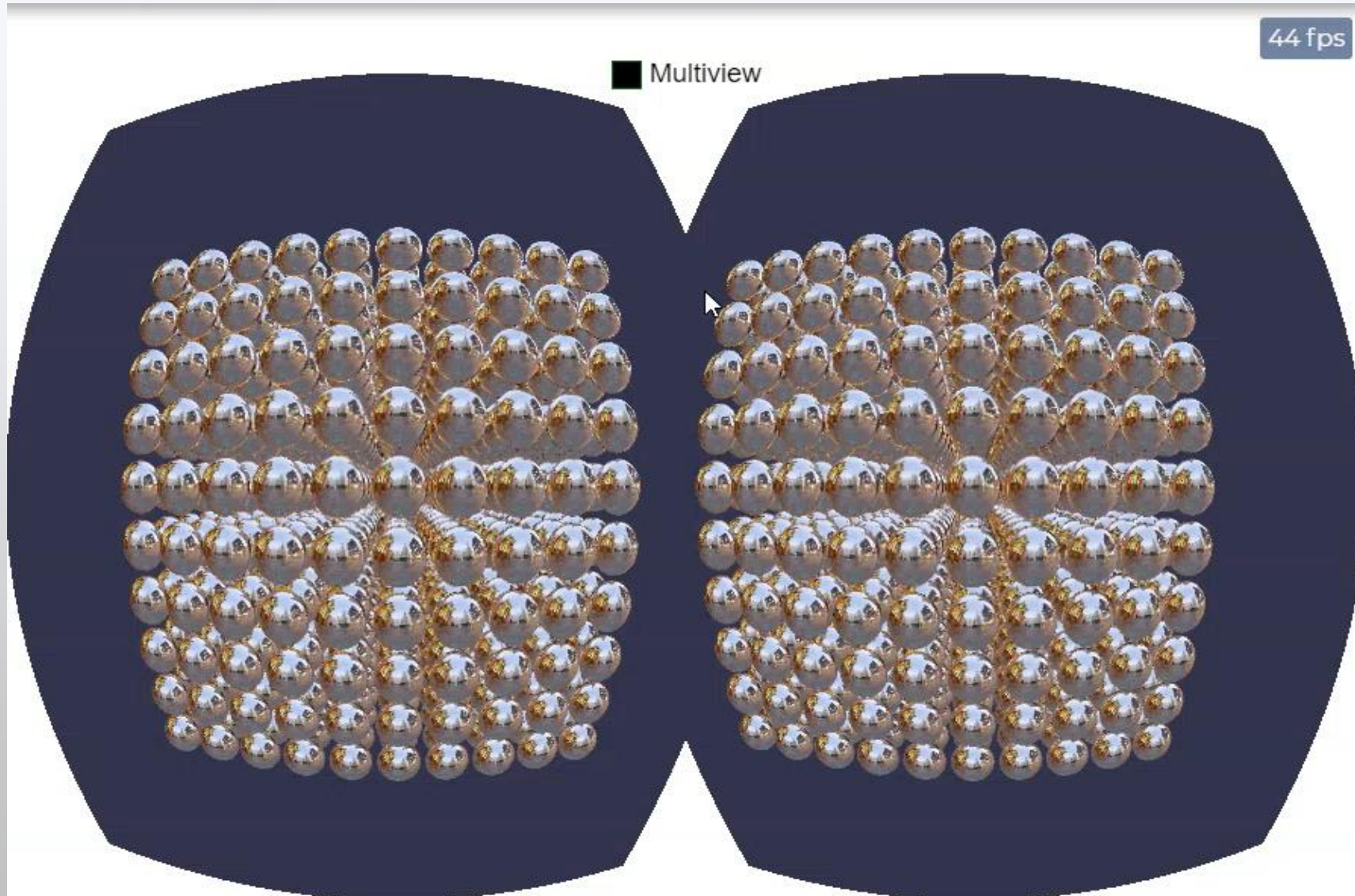
WebXR



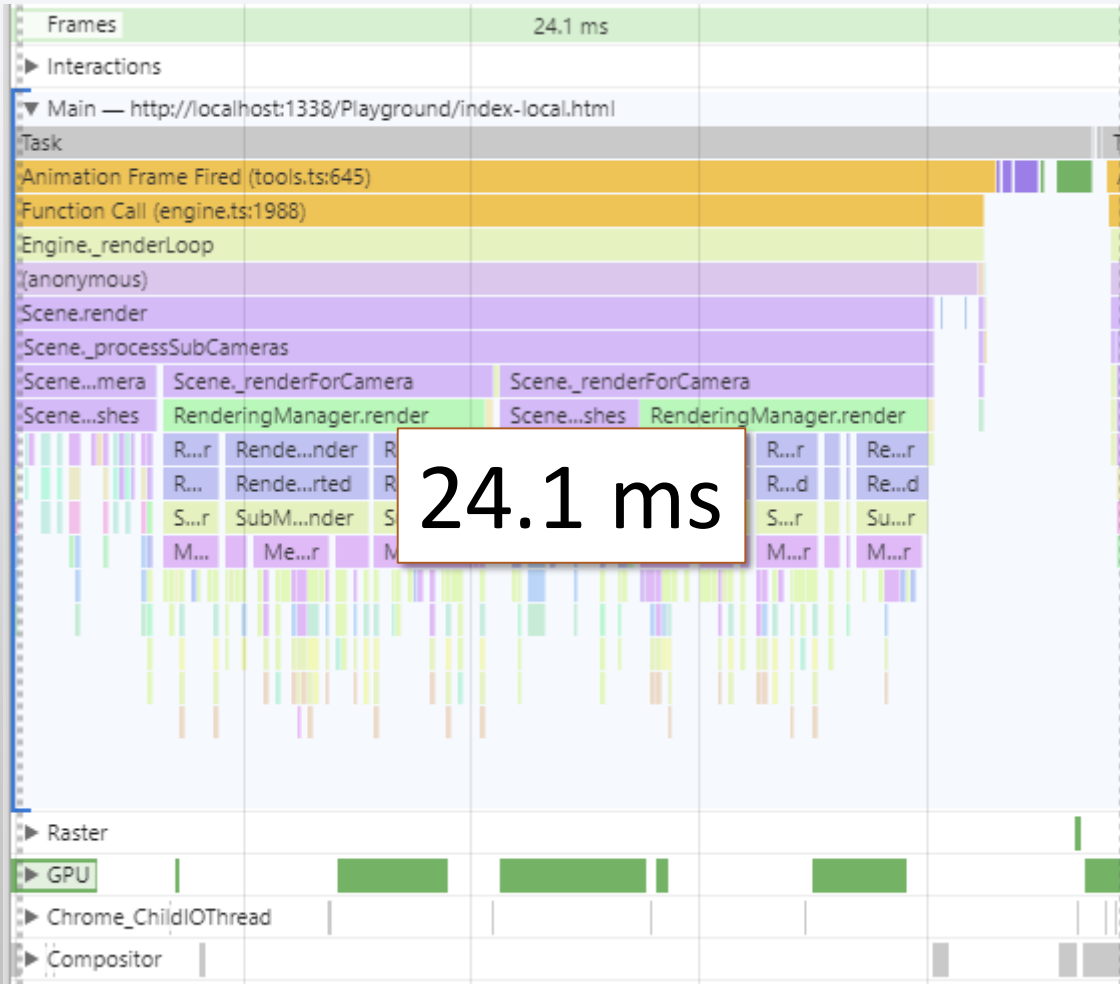
- WEBGL_multiview
- KHR_parallel_shader_compile



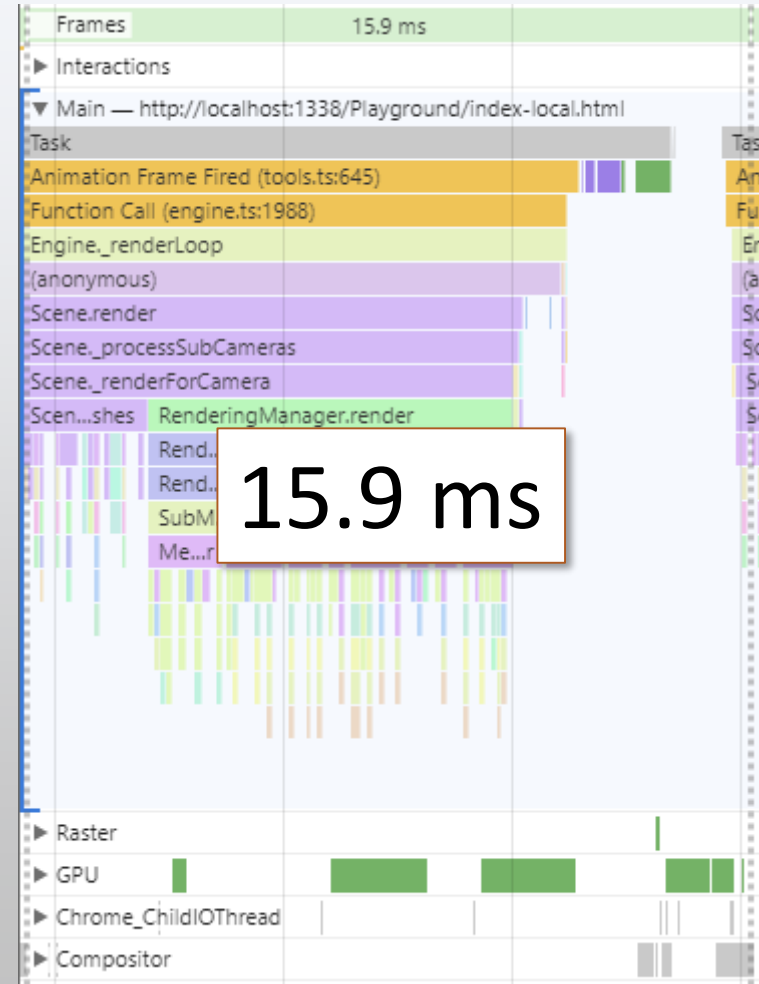
EXIT



Draft API & Extensions – WebGL_multiview



Multiview Disabled



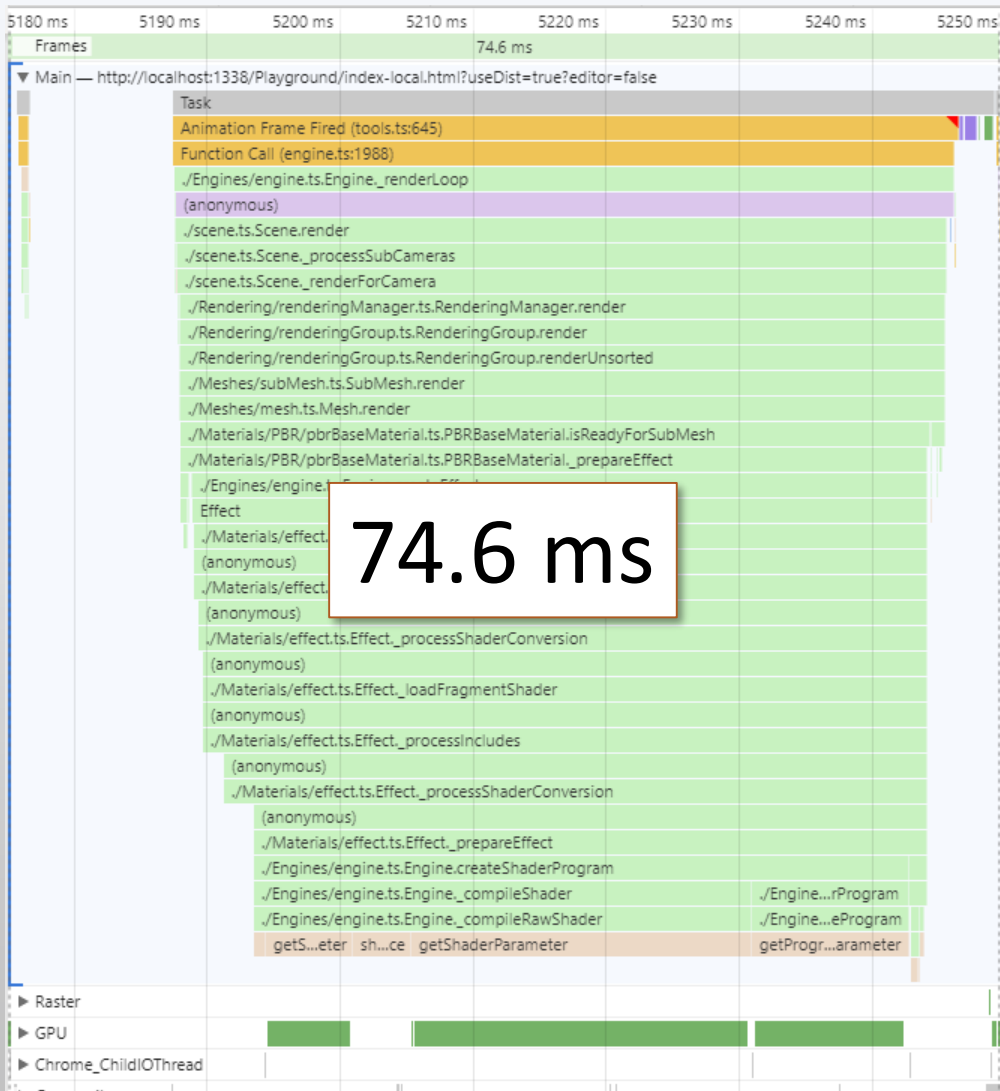
Multiview Enabled

Draft API & Extensions – KHR_parallel_shader_compile

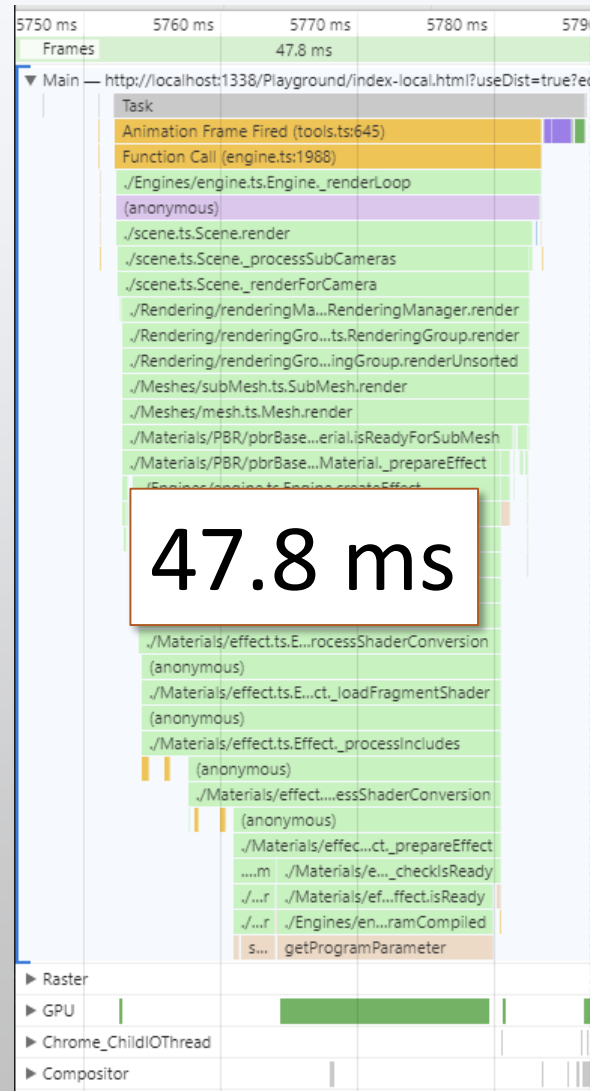


<https://playground.babylonjs.com/#WHXBFS#4>

Draft API & Extensions – KHR_parallel_shader_compile

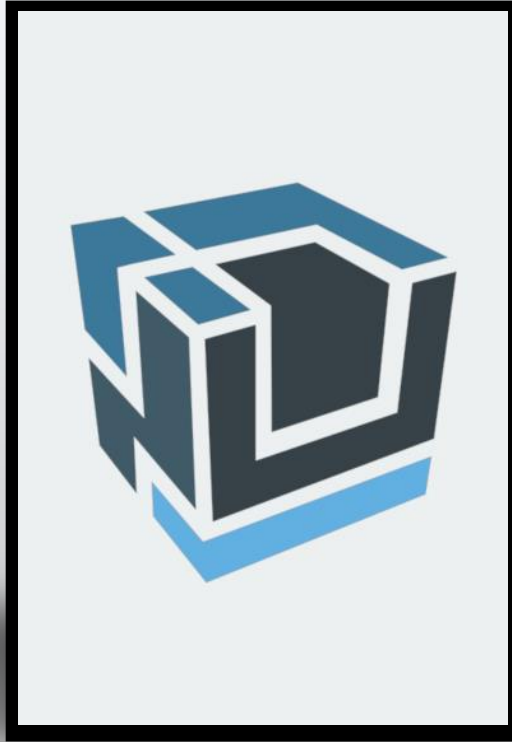


Disabled



Enabled

Debugging Tools



Spector.js



glTF Debugging in
Visual Studio Code

Resources

Babylon.js

<https://www.babylonjs.com>

https://doc.babylonjs.com/features/es6_support

WebGL Draft Extensions

https://www.khronos.org/registry/webgl/extensions/WEBGL_multiview

https://www.khronos.org/registry/webgl/extensions/KHR_parallel_shader_compile

Spector.js

<https://spector.babylonjs.com>

<https://github.com/BabylonJS/Spector.js/blob/master/documentation/extension.md#shader-editor>

glTF Debugging in Visual Studio Code

<https://marketplace.visualstudio.com/items?itemName=cesium.gltf-vscode>

<https://medium.com/@babylonjs/gltf-debugging-in-visual-studio-code-a89805bda3cd>