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
4.0 Released!

- New Inspector
- PBR Next
- ESNext Modules
- AmmoJS
- Optimizations

https://doc.babylonjs.com/whats-new
Coming Soon

- Node Material
- 2D Controls
- Navigation Mesh with Crowd Agents

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https://doc.babylonjs.com/features/timeline
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https://doc.babylonjs.com/extensions/navigation-mesh
https://doc.babylonjs.com/extensions/crowd
Web Standards

- WebGPU
- WebXR
- glTF with KTX2 + Basis Universal

https://doc.babylonjs.com/extensions/webgpu

12 fps - 82 CPU ms

33 fps - 0.07 CPU ms
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https://doc.babylonjs.com/how_to/webxr
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Experiments

- Babylon AR
- Babylon Native

https://github.com/BabylonJS/BabylonAR
https://www.babylonjs-playground.com/#TUOZCR
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Node Material Demo