

Optimizing Scenes for Better WebGL Performance

Erica Cohen*

Managing Editor, Global Journal of Technology and Optimization, Brussels, Belgium

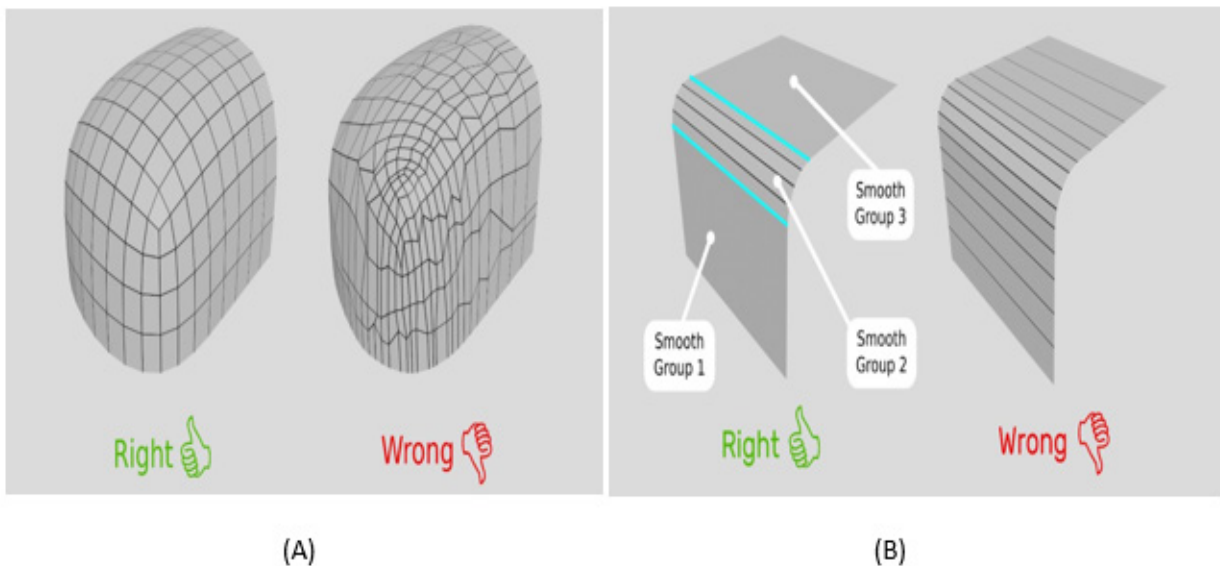


Figure 1: (A): Geometry lies at the root of a 3D application as it forms the main shape of a model. To get smoother reflections and faster rendering you should keep the mesh as regular as possible. In the beginning, you should decide on the level of details you want to have in your scene, and stick to that when modelling; (B): When modeling creases, better use smooth groups instead of adding more polygons

How to cite this article: Erica Cohen. "Optimizing Scenes for Better WebGL Performance." *Global J Technol Optim* 12(2021): 266.

*Address for Correspondence: Erica Cohen, Managing Editor, Global Journal of Technology and Optimization, Brussels, Belgium, E-mail: globoptimization@escienceopen.com

Copyright: © 2021 Cohen E. This is an open-access article distributed under the terms of the Creative Commons Attribution License, which permits unrestricted use, distribution, and reproduction in any medium, provided the original author and source are credited.

Received 07 January 2021; **Accepted** 11 January 2021; **Published** 17 January 2021