



Render the Possibilities
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BLEND4WEB UPDATES

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blend4web

Background

Embraced WebGL in 2010, first release in 2014

Written in JS, self-hosted, dual-licensed (GPL, PRO)

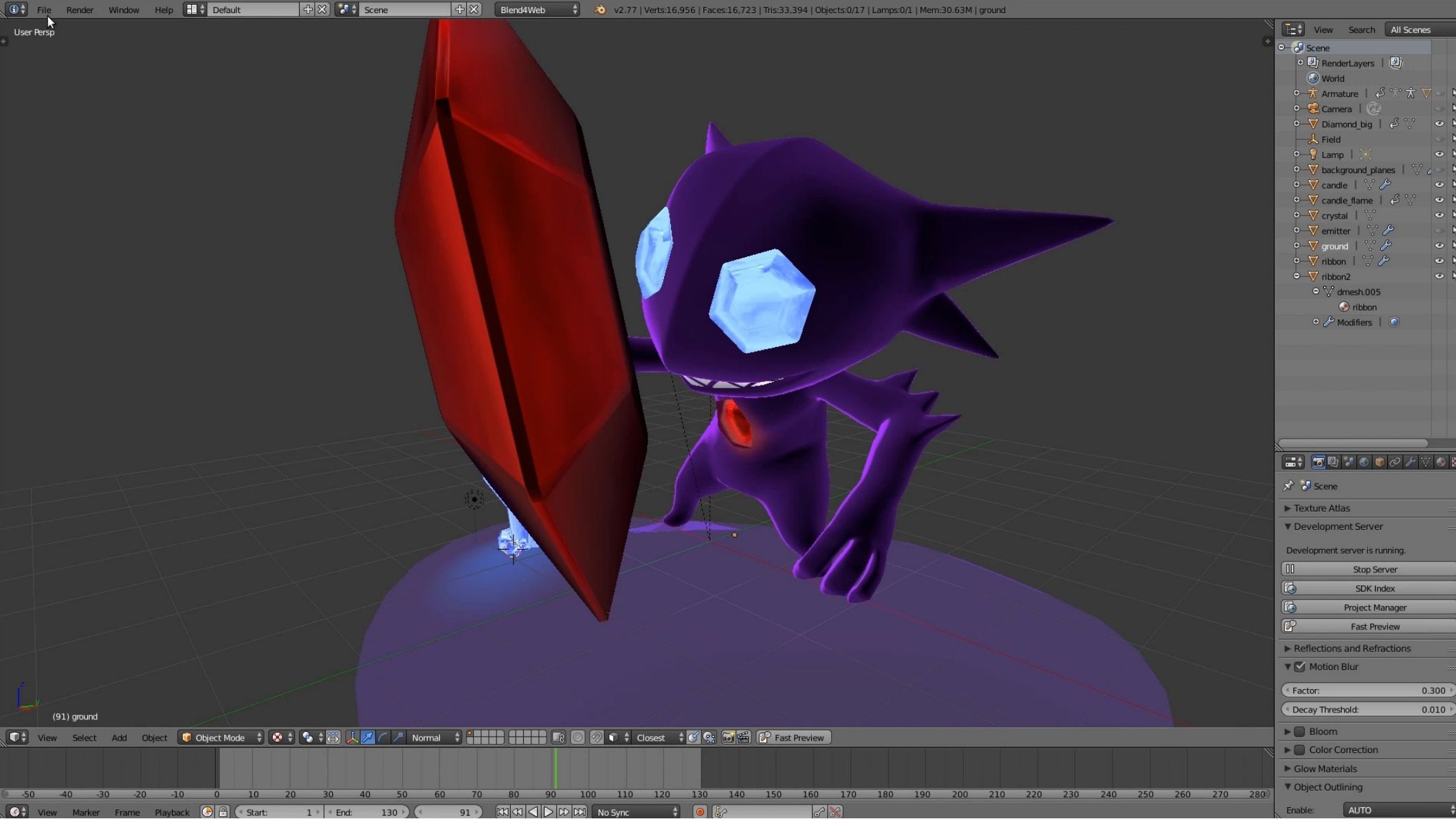
Asset pipeline is based on **Blender**

Formats & Workflow

Self-contained **HTML** for sharing via email, USB...

JSON (+ BIN + media files) similar to glTF

Create / Preview — Export — Open (HTML) / Load (JSON)



Artist-friendly WebGL

Web Player — light-weight viewer for non-coders

Tools are essential: material (GLSL) editor, logic editor...

Typically chosen by artist-led teams

Example: Web Player + logic editor

courtesy of LANG AG

FRONT

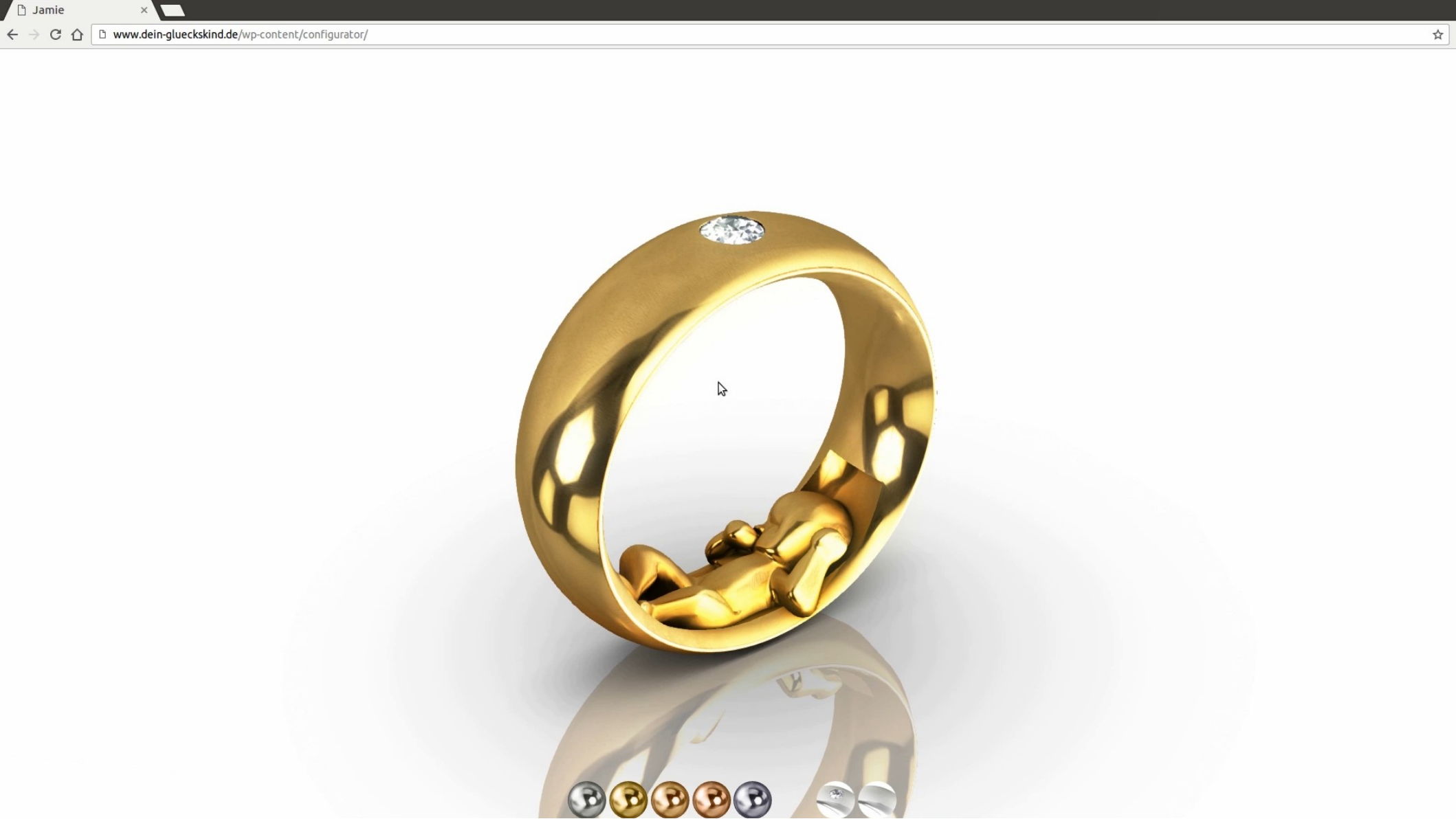
DIMENSIONS

CONNECTORS



Example: coded app + GLSL editor

courtesy of BrittasSchmiede



Powered by WebGL

Dairy Plant demo: learn how milk is actually produced

500k tris, 10 min animation, 95% done by artists

still works on smartphones!



1. Transportation of raw milk

The raw milk is transported by tanker trucks at a temperature of +4 to +23 °C.

menu

Games!

Bullet physics via Emscripten

Web Audio: sound sources positioned in Blender

Particles, LOD, batching, instancing, post-effects...

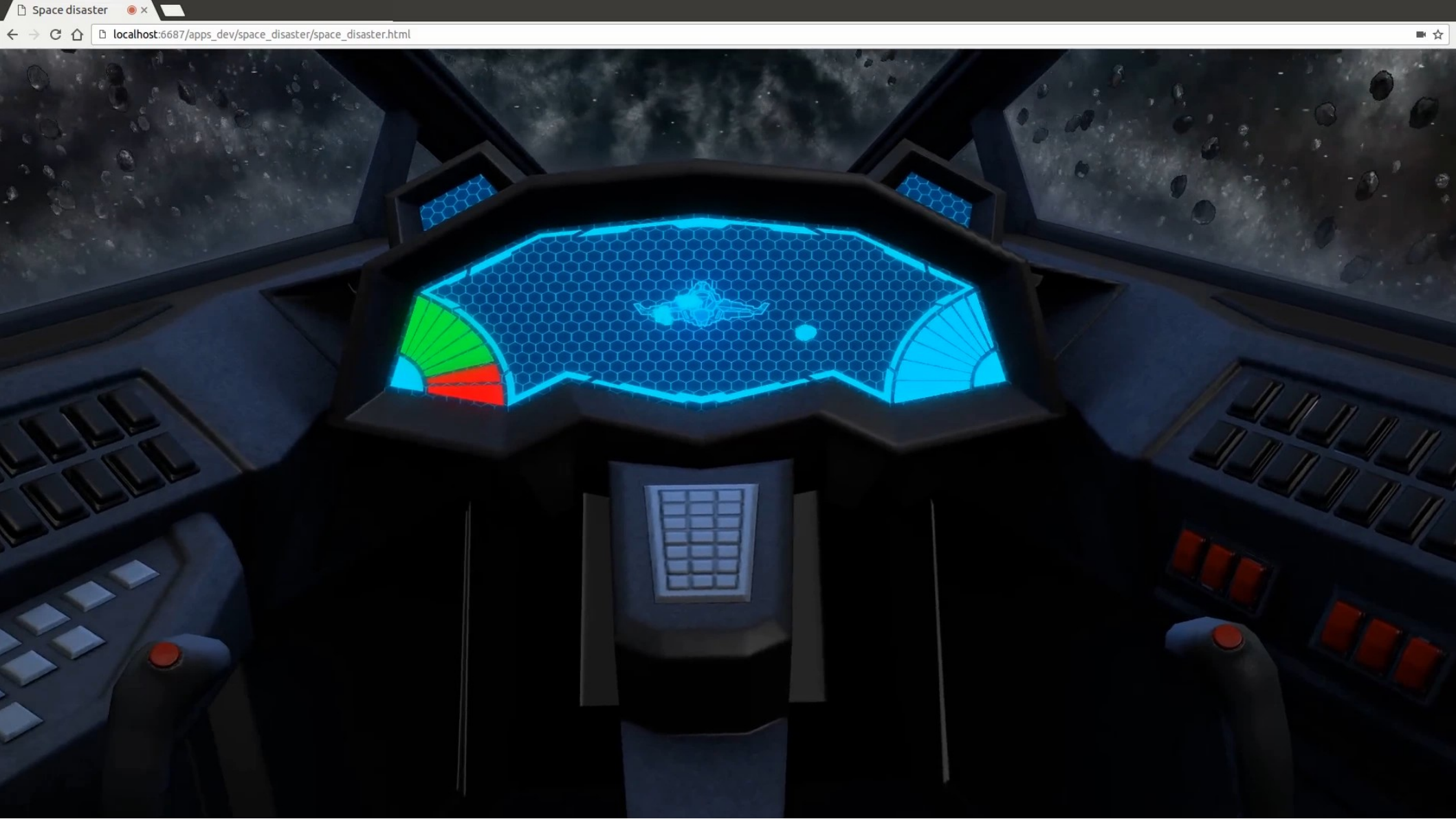


WebVR

Support for both Mozilla's "old" & the "new" W3C specs

VR mode button in Web Player for non-coders

Gamepad configurator included



WebGL = Success

Wow! (common feedback from end users)

NASA's Experience Curiosity won Webby Award

Proud to participate in pushing it forward!