

a BRL-CAD project

# Once upon a time, HTML HAD NO IMAGES

## Not so long ago WE USED FLASH FOR VIDEOS

can you imagine?





a JavaScript API for rendering interactive 3D graphics and 2D graphics within any compatible web browser without the use of plug-ins

## WHAT IS OGV?

OGV uses webGL (three.js) to view and share BRL-CAD models online.

## WHAT IS OGV?

It's kind of like open source Youtube for BRL-CAD models.

your email address here

password

Log In

Forgot Password

Sign Up





#### ONLINE GEOMETRY VIEWER

Your email address

Your user name

Your new password

Confirm your password

#### Sign Up

Log In

Forgot Password



### Upload File

Add g file that you want to upload

Choose File No file chosen

Drag and Drop your model here to upload

File Uploaded.	and will appear in	file manager	after it's converted
1110 0 0100000			011001 10 0 001110100

#### Filename

What you want to be known as around

#### cube.g

#### About Model:

Provide a short description about your model

The model cube.g was uploaded on Sat Sep 20 2014 12:21:34 GMT+0530 (IST)

#### Model-Image

An image that will be used as a thumbnail for your model, the preferred size is 500 X 300

Choose File No file chosen

Save









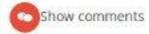


#### Inder admin posted cube.g



The model cube.g was uploaded on Sat Sep 20 2014 12:21:34 GMT+0530 (IST)







#### Inder admin posted crod.g



The model crod.g was uploaded on Tue Aug 19 2014 17:42:55 GMT+0530 (IST)



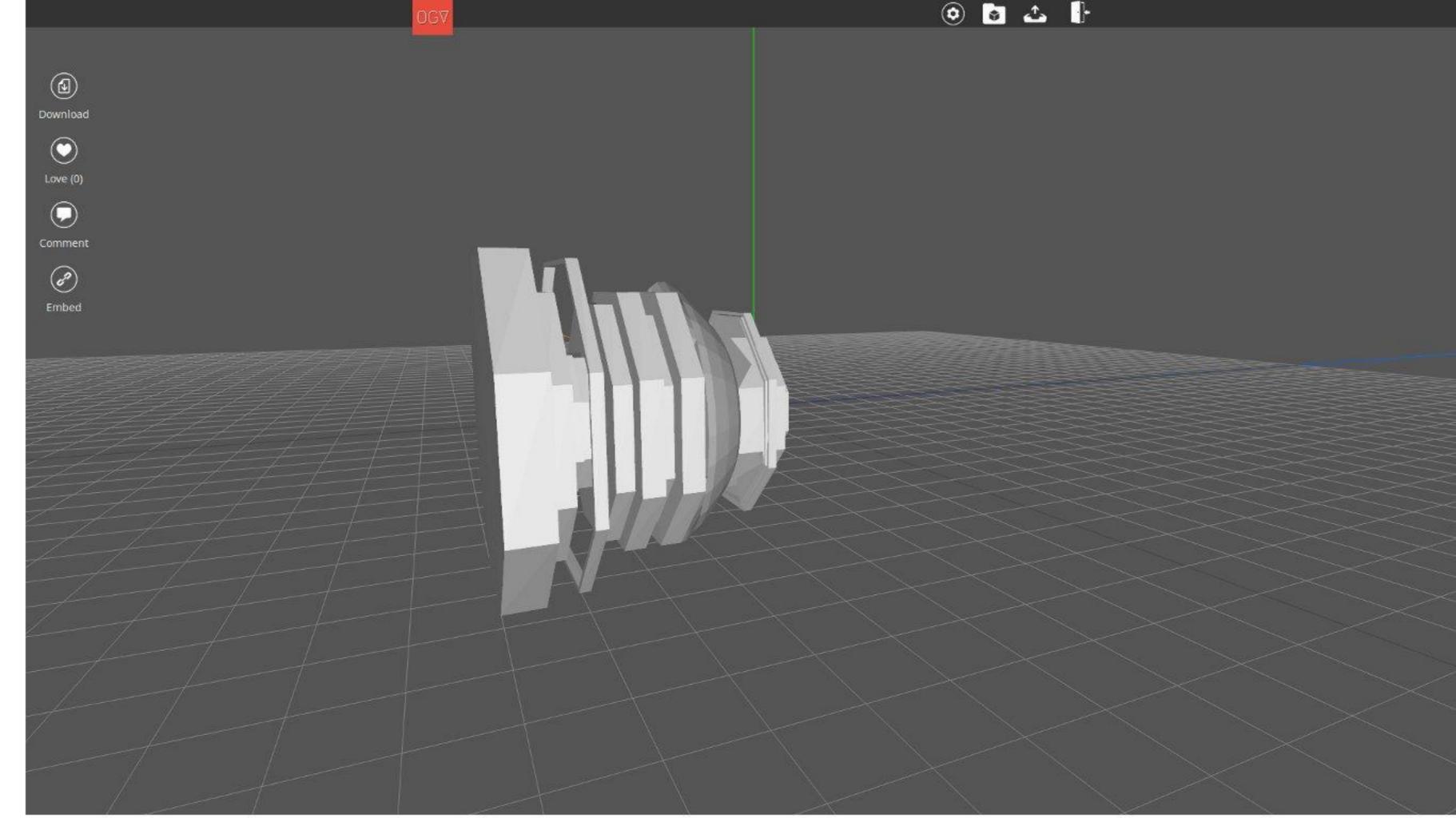


5how comments



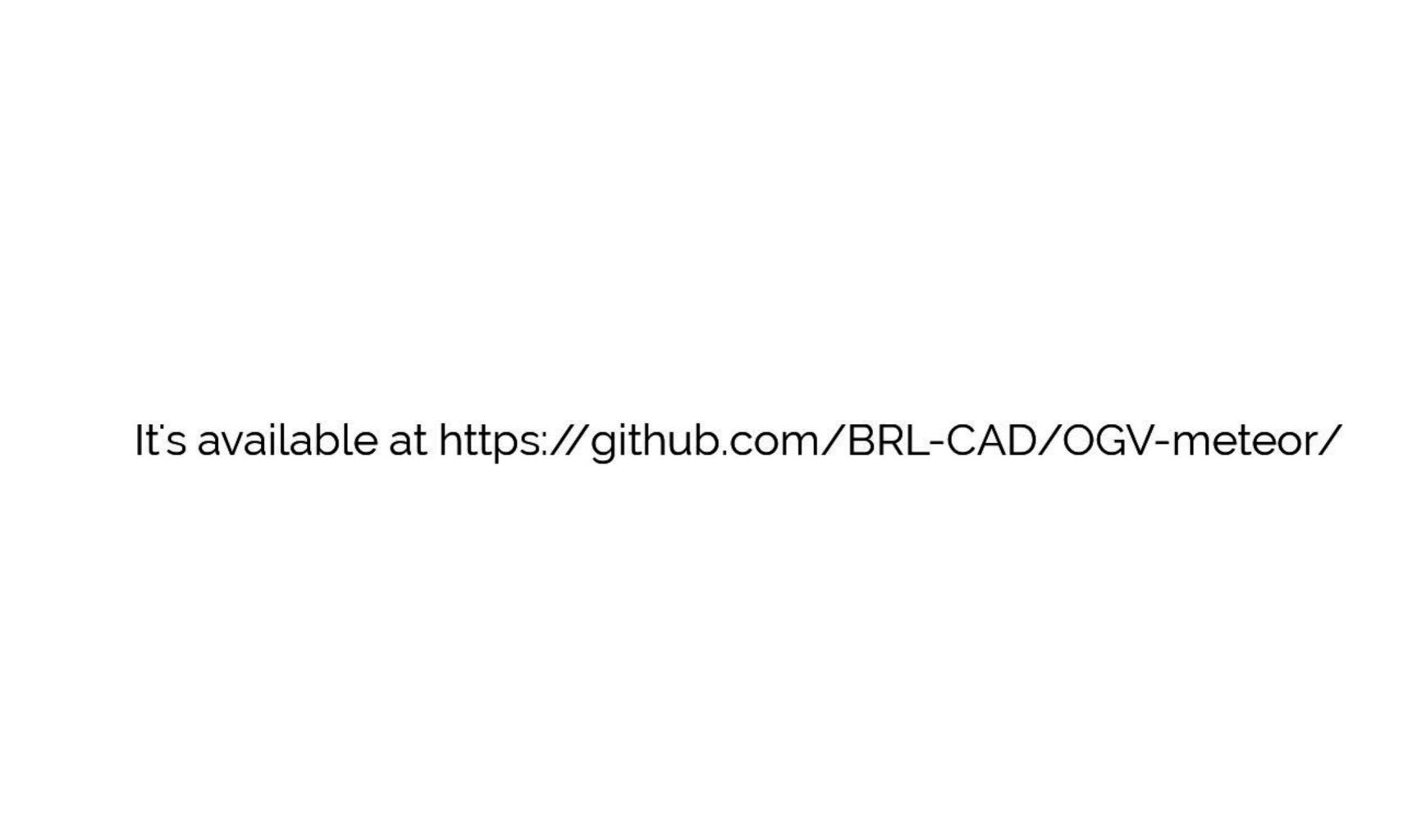
### My models





## **TECHNOLOGIES USED IN OGV**

OGV uses a full stack, real-time framework meteor.js (based on nodejs), and a javascript 3D library three.js (based on webGL).



## **Any Queries?**