

Research on WebGL and 3D applications on the Web. Developing algorithms and implementing a program for teaching and playing Rubik's Cube with WebGL.

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Abstract: This topic aims to study the necessity of WebGL in developing online 3D graphics applications. Thereby, building a system to teach and solve the Rubik's cube problem through WebGL technology. The approach includes theoretical and experimental research. The expected result is a highly interactive system that improves the learning process as well as develops users' logical thinking skills.

Keywords: WebGL, 3D Application, Rubik, Application Deployment, Theoretical Research