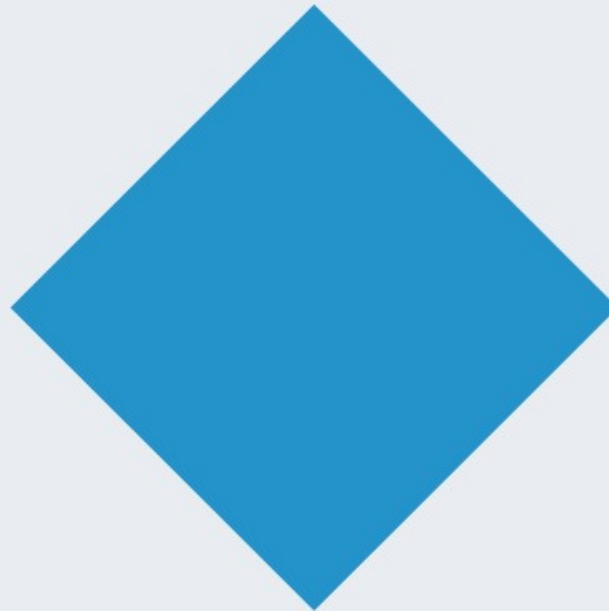




**DOC**DOKU  
digital enterprise applications

# Real-time product design review on the web



The project

3D on the Web

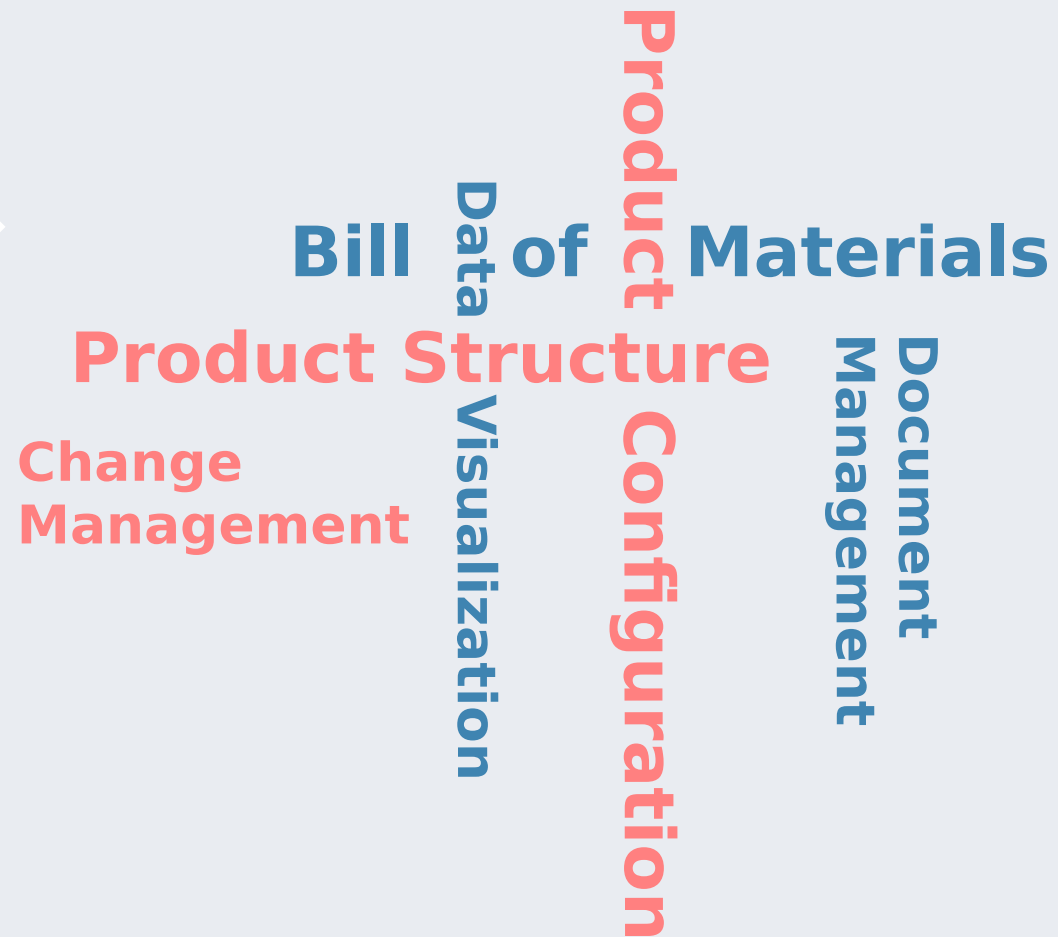
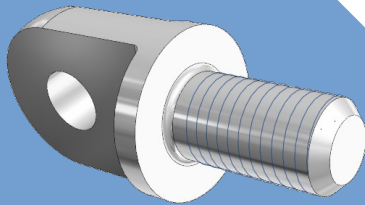
Real-time web API

Demo

# The project

## Process Management

PLM = Product Lifecycle Management



## Modern and standard stacks

Elasticsearch

Java EE 7

BackBoneJS

HTML5

NodeJS



## Web 3D, the point

- Works on all modern browsers
- Based on OpenGL ES 2.0
- Many mature engines built on
- 2D frameworks start using WebGL renderer
- Even has low level API like Vertex and Pixel shaders

The logo for WebGL, featuring the text "WebGL" in a bold, red, sans-serif font. The "W" is partially enclosed by a red, curved shape that resembles a stylized "C" or a partial circle.

## Interesting things we do

- Delegate computation on server side using Node.js
- Rely on Web Workers to parallelize algorithms

## Real-time Web, the point

- **Server-Sent Events:** one way messaging
- **Web Sockets:** great but not really HTTP
- **WebRTC:** awesome features: SRTP, STUN, TURN and ICE for NAT transversal
- **MediaStream API**



## Interesting things we do

- Contextual chat & video conference
- Digital Mock-Up review

# Demo





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