

# Mozilla Open-Sources Their PlayCanvas Gaming Engine

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For the past three years Mozilla has been developing a JavaScript-based WebGL-using game engine that is like "unlike anything that had gone before" and today they have open-sourced this browser-based game engine.

The PlayCanvas Engine is a JavaScript library for building video games and includes graphics, physics, animation, audio engine, input device support (gamepads included), and an entity-component system. The WebGL-based graphics with this engine supports model loading, per-pixel lighting, shadow mapping, and post effects.

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**Source URL:** <http://www.tuxmachines.org/node/66336>

## Links:

[1] <http://www.tuxmachines.org/taxonomy/term/118>

[2] <http://www.tuxmachines.org/taxonomy/term/72>

[3] [http://www.phoronix.com/scan.php?page=news\\_item&px=MTcxMDA](http://www.phoronix.com/scan.php?page=news_item&px=MTcxMDA)