

## Visualizing geographic data with the WebGL Globe

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Google Team has shared a new Chrome experiment, called the WebGL Globe, namely the visualization platform for geographic data that runs in WebGL enabled browsers - Chrome, Firefox. (Check <http://www.doesmybrowsersupportwebgl.com/> if your browser supports the WebGL standard).

To speed up the visualization of 3D geometry, they have used vertex shader and took advantage of GLSL with two fragment shaders. 3D data spikes are drawn with [Three.js](#), JS library for building lightweight 3D graphics.

I have embedded simple globe showing Google search traffic. Try it or try [more examples](#) that shipped with this [cool open source project](#). Or create your own globe using the JSON data format.

Here is [post of Official Google Code Blog](#). Nice job :)