META-META Club

METAMETA CAMPUS, SETI · SYLLABUS

Browser Worlds

WebGL, Three.js and WebXR.

Pro studios · Pro studio · Hybrid · Nairobi + remote · 6 weeks · ~4h/week · 5 modules · 14 lessons · Cohort dates TBA

OVERVIEW

Browser Worlds

Build worlds that open in a browser tab. Learn from Matatu Ride and the Villa walkthrough, then build a real African place people can drive or walk.

WHAT YOU SHIP
A driveable or walkable browser world of a real African place

Outcomes

- Build a real-time 3D scene with WebGL and Three.js
- Turn real map data into a drivable or walkable world
- Add WebXR so the same world opens in a headset

Tools

WEBGL · THREE.JS · WEBXR · OPENSTREETMAP · BLENDER

Format

TRACK Pro studios	LEVEL Pro studio
FORMAT Hybrid · Nairobi + remote	DURATION (COURSE-DESIGN ESTIMATE) 6 weeks · ~4h/week
LESSONS 5 modules · 14 lessons · ~12.5 h of lesson time	COHORT DATES TBA

TEACHING
Mathew Munyao + expert bench: names announced with the first cohort

Try it first at a Metameta Night

- Week 5: Browser Worlds: WebGL, Three.js, WebXR

Curriculum v1 · refined with the first cohort. Titles are working titles; minutes and durations are course-design estimates, not a schedule.

CURRICULUM

Module by module

MODULE 1 · 2 LESSONS · 60 MIN · 4-QUESTION QUIZ

Case studies

Matatu Ride and the Villa walkthrough.

#	LESSON	TYPE	TIME
1.1	Matatu Ride	XR	30 min
1.2	Villa walkthrough	XR	30 min

MODULE 2 · 4 LESSONS · ~2 H · 4-QUESTION QUIZ

A real African place

Metameta Night week 5: a walkable browser scene.

#	LESSON	TYPE	TIME
2.1	Demo: from street graph to drivable world	LIVE	25 min
2.2	Build-along: a walkable scene of a real African place	LAB	55 min
2.3	Critique: does it feel like the place?	LIVE	25 min
2.4	Ship it: post your street	PROJECT	15 min

MODULE 3 · 3 LESSONS · ~3.3 H · 5-QUESTION QUIZ

Three.js fundamentals

Scene, camera, renderer, glTF, light and walk controls.

#	LESSON	TYPE	TIME
3.1	Scene, camera, renderer	LAB	60 min
3.2	Load glTF and light it	LAB	60 min
3.3	Walk controls	LAB	75 min

MODULE 4 · 2 LESSONS · ~2.8 H · 4-QUESTION QUIZ

Real places from real data

OpenStreetMap streets and buildings, turned into geometry.

#	LESSON	TYPE	TIME
4.1	OpenStreetMap to a street graph	LAB	75 min
4.2	Extrude buildings and roads	LAB	90 min

MODULE 5 · 3 LESSONS · ~3.5 H · 4-QUESTION QUIZ

Into the headset

WebXR, performance on phones and Quest, and the final ship.

#	LESSON	TYPE	TIME
5.1	Add WebXR	XR	60 min
5.2	Performance on phones and Quest	READ	30 min
5.3	Ship: your browser world	PROJECT	120 min

How to join

Start the self-paced lessons on metametaclub.com/learn, and join the waitlist for the hybrid cohort on metametaclub.com/school/browser-worlds.

Every module comes with a printable workbook and a practice quiz. Lessons have audio narration and a transcript on metametaclub.com.