# WebGL Programming Guide: Interactive 3D Graphics Programming with WebGL (OpenGL)

*Von Kouichi Matsuda, Rodger Lea*
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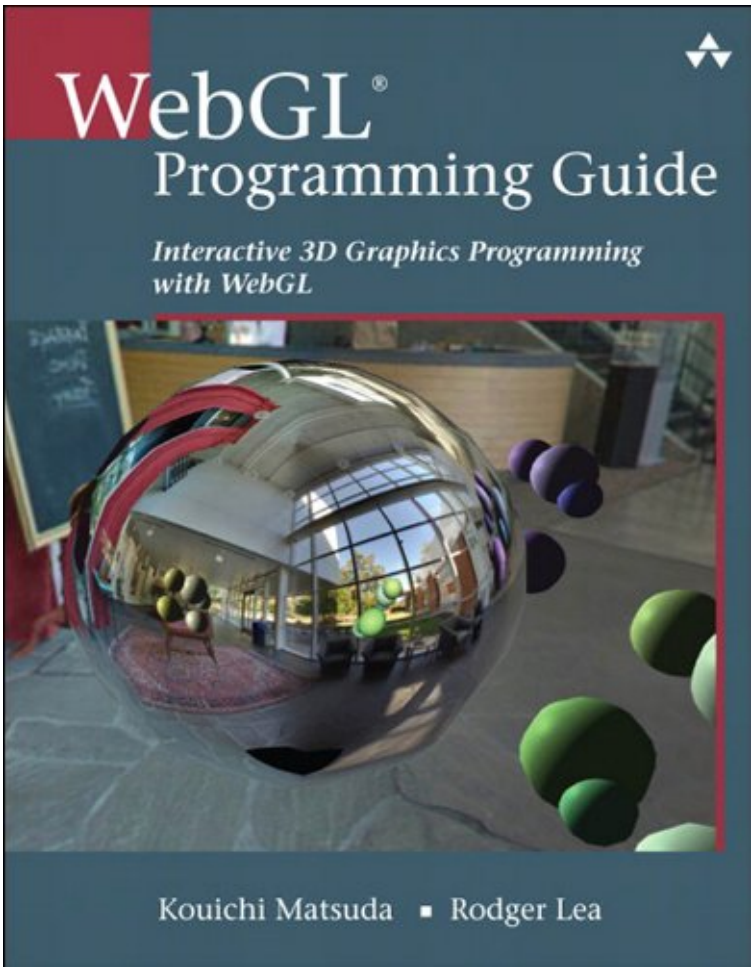




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**Von Kouichi Matsuda, Rodger Lea : WebGL Programming Guide: Interactive 3D Graphics Programming with WebGL (OpenGL)** before purchasing it in order to gage whether or not it would be worth my time, and all praised WebGL Programming Guide: Interactive 3D Graphics Programming with WebGL (OpenGL):

KundenrezensionenHilfreichste Kundenrezensionen2 von 2 Kunden fanden die folgende Rezension hilfreich. Well written introduction to WegGLVon Soeren BalkoWebGL is among the crucial browser capabilities, which bring Web apps on par with traditional desktop applications (such as games). That being said, understanding WebGL is vital for a number of computing domains that are both demanding in performance and can also benefit from GPU's SIMD capabilities. The authors of "WebGL Programming Guide" make an effort to gently introduce the concepts of the WebGL programming model. Elements of the former are presented in increasing order of complexity, making it easy

to understand these. Other than WebGL alone, some fundamental information on 3D graphics and Javascript is included too. And if there is anything to criticise, then it's an occasionally exaggerated elaboration on these basic concepts outside the core of WebGL itself.As this book clearly targets a beginners audience, some "advanced" topics are (unfortunately) left for further reading. This includes performance optimization, a general introduction to GPU hardware and its principles, and an abstraction from 3D graphics to GPGPU using WebGL (in absence of browsers supporting WebCL [for the time being]). Perhaps the authors manage to include these aspects into subsequent editions.0 von 7 Kunden fanden die folgende Rezension hilfreich. WebGL Programming Guide: Interactive 3D Graphics Programming with WebGLVon Friedrich-Wilhelm VullriedeDie Programmiersprache ist eine lernende Sprache fr den Heimgebrauch. Sie umfasst auch das Microsoft Windows Betriebssystem. Die Sprache des Buches ist Englisch. Das Buch hilft beim Steuern und Verwalten des Heimcomputers.

KurzbeschreibungUsing WebGL, you can create sophisticated interactive 3D graphics inside web browsers, without plug-ins. WebGL makes it possible to build a new generation of 3D web games, user interfaces, and information visualization solutions that will run on any standard web browser, and on PCs, smartphones, tablets, game consoles, or other devices. WebGL Programming Guide will help you get started quickly with interactive WebGL 3D programming, even if you have no prior knowledge of HTML5, JavaScript, 3D graphics, mathematics, or OpenGL. Youll learn step-by-step, through realistic examples, building your skills as you move from simple to complex solutions for building visually appealing web pages and 3D applications with WebGL. Media, 3D graphics, and WebGL pioneers Dr. Kouichi Matsuda and Dr. Rodger Lea offer easy-to-understand tutorials on key aspects of WebGL, plus 100 downloadable sample programs, each demonstrating a specific WebGL topic. Youll move from basic techniques such as rendering, animating, and texturing triangles, all the way to advanced techniques such as fogging, shadowing, shader switching, and displaying 3D models generated by Blender or other authoring tools. This book wont just teach you WebGL best practices, it will give you a library of code to jumpstart your own projects. Coverage includes: WebGLs origin, core concepts, features, advantages, and integration with other web standards How and basic WebGL functions work together to deliver 3D graphics Shader development with OpenGL ES Shading Language (GLSL ES) 3D scene drawing: representing user views, controlling space volume, clipping, object creation, and perspective Achieving greater realism through lighting and hierarchical objects Advanced techniques: object manipulation, heads-up displays, alpha blending, shader switching, and more Valuable reference appendixes covering key issues ranging from coordinate systems to matrices and shader loading to web browser settings This is the newest text in the OpenGL Technical Library, Addison-Wesleys definitive collection of programming guides an reference manuals for OpenGL and its related technologies. The Library enables programmers to gain a practical understanding of OpenGL and the other Khronos application-programming libraries including OpenGL ES and OpenCL. All of the technologies in the OpenGL Technical Library evolve under the auspices of the Khronos Group, the industry consortium guiding the evolution of modern, open-standards media APIs. KurzbeschreibungUsing WebGL, you can create sophisticated interactive 3D graphics inside web browsers, without plug-ins. WebGL makes it possible to build a new generation of 3D web games, user interfaces, and information visualization solutions that will run on any standard web browser, and on PCs, smartphones, tablets, game consoles, or other devices. WebGL Programming Guide will help you get started quickly with interactive WebGL 3D programming, even if you have no prior knowledge of HTML5, JavaScript, 3D graphics, mathematics, or OpenGL. Youll learn step-by-step, through realistic examples, building your skills as you move from simple to complex solutions for building visually appealing web pages and 3D applications with WebGL. Media, 3D graphics, and WebGL pioneers Dr. Kouichi Matsuda and Dr. Rodger Lea offer easy-to-understand tutorials on key aspects of WebGL, plus 100 downloadable sample programs, each demonstrating a specific WebGL topic. Youll move from basic techniques such as rendering, animating, and texturing triangles, all the way to advanced techniques such as fogging, shadowing, shader switching, and displaying 3D models generated by Blender or other authoring tools. This book wont just teach you WebGL best practices, it will give you a library of code to jumpstart your own projects. Coverage includes: WebGLs origin, core concepts, features, advantages, and integration with other web standards How and basic WebGL functions work together to deliver 3D graphics Shader development with OpenGL ES Shading Language (GLSL ES) 3D scene drawing: representing user views, controlling space volume, clipping, object creation, and perspective Achieving greater realism through lighting and hierarchical objects Advanced techniques: object manipulation, heads-up displays, alpha blending, shader switching, and more Valuable reference appendixes covering key issues ranging from coordinate systems to matrices and shader loading to web browser settings This is the newest text in the OpenGL Technical Library, Addison-Wesleys definitive collection of programming guides an reference manuals for OpenGL and its related technologies. The Library enables programmers to gain a practical understanding of OpenGL and the other Khronos application-programming libraries including OpenGL ES and OpenCL. All of the technologies in the OpenGL Technical Library evolve under the auspices of the Khronos Group, the industry consortium guiding the evolution of modern, open-

standards media APIs. ber den Autor und weitere MitwirkendeDr. Kouichi Matsuda has a broad background in user interface and user experience design and its application to novel multimedia products. His work has taken him from product development, through research, and back to development, having spent time at NEC, Sony Corporate Research, and Sony Computer Science Laboratories. He is currently a chief distinguished researcher focused on user experience and human computer interaction across a range of consumer electronics. He was the designer of the social 3D virtual world called PAW (personal agent-oriented virtual world), was involved in the development of the VRML97 (ISO/IEC 14772-1:1997) standard from the start, and has remained active in both VRML and X3D communities (precursors to WebGL). He has written 15 books on computer technologies and translated a further 25 into Japanese. His expertise covers user experiences, user interface, human computer interaction, natural language understanding, entertainment-oriented network services, and interface agent systems. Always on the lookout for new and exciting possibilities in the technology space, he combines his professional life with a love of hot springs, sea in summer, wines, and MANGA (at which he dabbles in drawing and illustrations). He received his Ph.D. (Engineering) from the Graduate School of Engineering, University of Tokyo. Dr. Rodger Lea is an adjunct professor with the Media and Graphics Interdisciplinary Centre at the University of British Columbia, with an interest in systems aspects of multimedia and distributed computing. With more than 20 years of experience leading research groups in both academic and industrial settings, he has worked on early versions of shared 3D worlds, helped define VRML97, developed multimedia operating systems, prototyped interactive digital TV, and led developments on multimedia home networking standards. He has published more than 60 research papers and three books, and he holds 12 patents. His current research explores the growing "Internet of Things," but he retains a passion for all things media and graphics. "