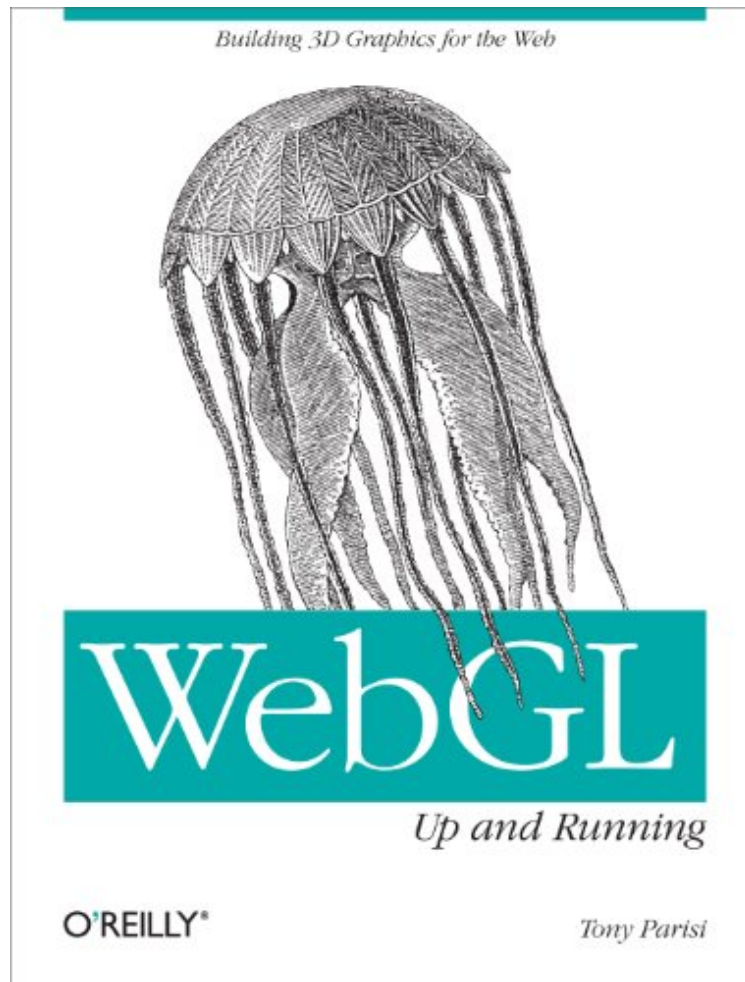


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WebGL: Up and Running: Building 3D Graphics for the Web

Von Tony Parisi

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KurzbeschreibungGet a quick introduction to WebGL, the new standard for 3D rendering on the Web and a member

of HTML5's family of technologies. With this hands-on guide, you'll learn essential WebGL development and production concepts, using the JavaScript 3D engine Three.js. At the end of the book, you'll put everything together and build a full 3D application with WebGL. You don't have to be a game development wizard or have 3D graphics experience to get started. If you use HTML, CSS, and JavaScript and have familiarity with jQuery and Ajax, this book will help you gain a working knowledge of WebGL through clear and simple examples. Understand core 3D graphics concepts and how to implement them in WebGL. Create WebGL sample pages as you learn, and build a racing game application in the final chapter. Get to know the Three.js open source library in detail. Develop working knowledge of graphics rendering, texturing, animation, interaction, and behaviors. Seamlessly integrate 3D graphics with other content on the page. Learn the tools, file formats, and techniques for developing robust and secure applications in a production environment. "WebGL: Up and Running is an ideal introduction to the world of 3D programming on the web. It's well-written, clear, and fun. I wish it had been around when I started learning!" Giles Thomas