



WebGL Programming Guide: Interactive 3D Graphics Programming with WebGL (Paperback)

By Kouichi Matsuda, Rodger Lea

Pearson Education (US), United States, 2013. Paperback. Condition: New. Language: English . Brand New Book. Using WebGL (R), 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. You ll 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. You ll 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 won t just teach you...



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