

(Download free pdf) Learning Three.js: The JavaScript 3D Library for WebGL

Learning Three.js: The JavaScript 3D Library for WebGL

Von Jos Dirksen

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Von Jos Dirksen : Learning Three.js: The JavaScript 3D Library for WebGL before purchasing it in order to gage whether or not it would be worth my time, and all praised Learning Three.js: The JavaScript 3D Library for WebGL:

KundenrezensionenHilfreichste Kundenrezensionen2 von 2 Kunden fanden die folgende Rezension hilfreich. Alles was man braucht, gut geschriebenVon Kai HinkelmanEs gibt im Moment (noch?) nicht all zu viele Bcher, die sich Three.js annehmen. Dieses hier macht aber immerhin schon mal alles richtig. Man kann es locker lesen, bekommt problemlos einen Einstieg in Three.js, wesentliche Dinge bekommen mehr Gewicht als Unwesentliches, die Beispiele sind verstndlich und nur so lang wie ntig... kurzum: Wer einen Einstieg in Three.js sucht, ist mit diesem Buch gut bedient. Das gilt natrlich um so mehr, wenn man die Online-Doku von Three.js sieht, die dem Einstieger kaum eine Hilfe ist.

KurzbeschreibungIn Detail Three.js is a JavaScript 3D library that offers a wide range of features for creating and displaying stunning 3D computer graphics on a web browser in an intuitive manner using JavaScript without having to deal with the complexity of a WebGL low-level API. Even though WebGL makes it possible to create 3D graphics in the browser without having to use plugins, programming WebGL, however, is hard and complex. This book shows you how Three.js allows you to be independent of browser plugins. If you are an experienced web designer who wants to set the tone for an immersive design environment in your applications then this book is for you. "Learning Three.js: The JavaScript 3D Library for WebGL" is a practical, example-rich book that will help you to master all the features of Three.js. With this book, you'll learn how to create and animate gorgeous looking 3D scenes directly in your browser utilizing the full potential of WebGL and modern browsers without having to learn WebGL. "Learning Three.js: The JavaScript 3D Library for WebGL" starts by going over the basic concepts and building blocks used in Three.js. From there on, it will expand on these subjects using extensive examples and code samples. This will allow you to learn everything you need to know about Three.js in an easy and interactive manner. Besides the basic concepts, this book will show you how you can create realistic looking 3D objects using materials and textures as well as how to load them from externally created models. You'll learn how to easily control the camera using the Three.js build-in camera controls so you can fly or walk around the 3D scene you have created. You will also learn how to use morph and bones-based animation and how to add physics to your scene. After reading Learning Three.js: The JavaScript 3D Library for WebGL and playing around with the extensive set of examples, you'll know everything that is required to create 3D animating graphics using Three.js that run in any browser. Approach This book contains an extensive set of practical examples and an easy-to-follow approach to creating 3D objects. Who this book is for This book is great for anyone who already knows JavaScript and who wants to start creating 3D graphics that run in any browser. You don't need to know anything about advanced math or WebGL; all that is needed is a general knowledge of JavaScript and HTML. The required materials and examples can be freely downloaded and all tools used in this book are open source.

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ber den Autor und weitere Mitwirkende Jos Dirksen Jos Dirksen has worked as a Software Developer and Architect for more than a decade. He has much experience in a large range of technologies ranging from backend technologies, such as Java and Scala, to frontend development using HTML5, CSS, and JavaScript. Besides working with these technologies, Jos also regularly speaks at conferences and likes to write about new and interesting technologies on his blog. He also likes to experiment with new technologies and see how they can best be used to create beautiful data visualizations, the results of which you can see on his blog at <http://www.smartjava.org/>. Jos is currently working as an Enterprise Architect for Malmberg, a large Dutch publisher of educational material. He is helping to create a new digital platform for the creation and publishing of educational content for primary, secondary, and vocational education. Previously, Jos has worked in many different roles in the private and public sectors, ranging from private companies such as Philips and ASML to organizations in the public sector, such as the Department of Defense. Besides his interest in frontend JavaScript and HTML5 technologies, he is also interested in backend service development using REST and traditional web service technologies. Jos has already written two books on this subject. He is the coauthor of the Open Source ESBs in action book that was published in 2008, and in 2012 he published a book on how to apply SOA Governance in a practical

manner. This book is titled SOA Governance in Action.