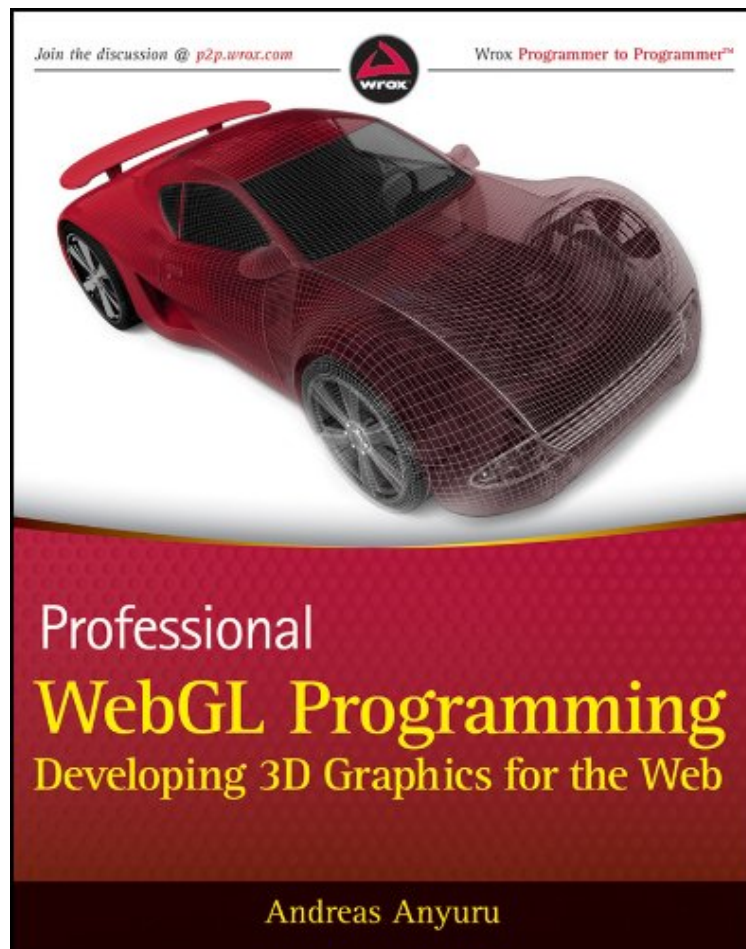


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Professional WebGL Programming: Developing 3D Graphics for the Web

Von Andreas Anyuru

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Vernünftige Erklärung im Detail
Von Silver Dawn
Ein sehr gutes Buch, wenn es darum geht die Programmierung wirklich zu verstehen, anstatt nur zu wissen: "hey wenn ich das copy - paste passiert das". Um das Buch wirklich zu verstehen empfehle ich allerdings gute Kenntnisse in Linearer Algebra und am besten noch ein paar im Bereich des 3D Modelling ...
0 von 2 Kunden fanden die folgende Rezension hilfreich. Nice Introduction!
Von Manuel
Although i'm a WebGL and 3D- Development Newbie but this Book gives me a nice and easy to understand introduction in WebGL. I can recommend this Book for Everyone who likes the Web. :)
Additive: You don't must have

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Kurzbeschreibung Everything you need to know about developing hardware-accelerated 3D graphics with WebGL! As the newest technology for creating 3D graphics on the web, in both games, applications, and on regular websites, WebGL gives web developers the capability to produce eye-popping graphics. This book teaches you how to use WebGL to create stunning cross-platform apps. The book features several detailed examples that show you how to develop 3D graphics with WebGL, including explanations of code snippets that help you understand the why behind the how. You will also develop a stronger understanding of WebGL development from coverage that: Provides a comprehensive overview of WebGL and shows how it relates to other graphics-related technologies Addresses important topics such as the WebGL graphics pipeline, 3D transformations, texturing and lighting Teaches you how to write vertex shaders and fragment shaders for WebGL Includes a lot of useful guidelines, tips, and tricks for WebGL performance optimizations Professional WebGL Programming is the first book on the market to delve into this fascinating topic and it puts you on your way to mastering the possibilities that exist with WebGL.

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Buchrckseite Everything you need to know to develop web games and applications with superb hardware-accelerated 3D graphics Ready to develop web games and applications with the same high-quality, real-time 3D graphics featured in the most popular native apps? Professional WebGL Programming shows you how, getting you up and running in no time with the knowledge and skills you need to create stunning, graphically sophisticated games and web apps that run on most web browsers. Featuring clear, step-by-step guidance, expert tips and skill-building exercises, supplemented with detailed, hands-on development examples, it covers all the bases, including: * WebGL basics * WebGL versus other graphics technologies * Relevant linear algebra * Troubleshooting and debugging techniques * Drawing with the WebGL API * Compact JavaScript Libraries and 3D Transformations * Writing vertex shaders and fragment shaders * Texturing and lighting * Animation and user input * OpenGL ES Shading Language * WebGL performance optimisation From WebGL basics to building stunning 3D graphics and animations from the ground up, Professional WebGL Programming is your total guide to taking full advantage of this powerful web development technology. wrox.com **Programmer Forums** Join our Programmer to Programmer forums to ask and answer programming questions about this book, join discussions on the hottest topics in the industry, and connect with fellow programmers from around the world. **Code Downloads** Take advantage of free code samples from this book, as well as code samples from hundreds of other books, all ready to use. **Read More** Find articles, ebooks, sample chapters, and tables of contents for hundreds of books, and more reference resources on programming topics that matter to you. Wrox Professional guides are written by working developers to address everyday needs. They provide examples, practical solutions, and expert education in new technologies, all designed to help programmers do a better job.