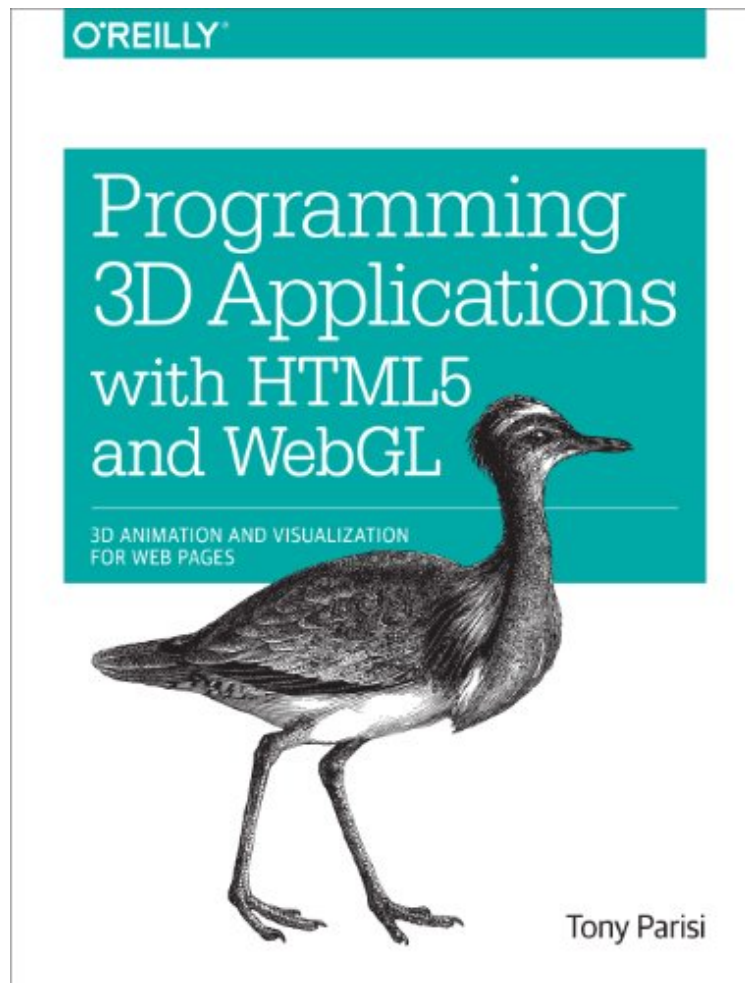


(Mobile book) Programming 3D Applications with HTML5 and WebGL: 3D Animation and Visualization for Web Pages

Programming 3D Applications with HTML5 and WebGL: 3D Animation and Visualization for Web Pages

Von Tony Parisi

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Von Tony Parisi : Programming 3D Applications with HTML5 and WebGL: 3D Animation and Visualization for Web Pages before purchasing it in order to gage whether or not it would be worth my time, and all praised Programming 3D Applications with HTML5 and WebGL: 3D Animation and Visualization for Web Pages:

KundenrezensionenHilfreichste Kundenrezensionen0 von 0 Kunden fanden die folgende Rezension hilfreich. Sehr gutes Buch!Von hackepjotreDieses Buch eignet sich sehr gut, um einen Einstieg in die Thematik zu bekommen. Er erklrt an vielen Beispielen wie die Mechanismsne des WebGL und vor allem von Three.JS funktionenieren. Ich habe dies fr meine Masterarbeit genommen und konnte damit sehr gut eine 3D Applikation bauen. Hervorzuheben ist auch die gute Einleitung!Kann ich nur empfehlen :)2 von 3 Kunden fanden die folgende Rezension hilfreich. Alles

superVon Martin BeyerDas Buch hat mir sehr gefallen und entspricht komplett meinen Erwartungen.Leider htte ich mir mehr reines WebGL erhofft. Zum Ende des Buches hin wird vorwiegend das Framework Three.js genutzt.

KurzbeschreibungCreate high-performance, visually stunning 3D applications for the Web, using HTML5 and related technologies such as CSS3 and WebGLthe emerging web graphics standard. With this book, youll learn how to use the tools, frameworks, and libraries for building 3D models and animations, mind-blowing visual effects, and advanced user interaction in both desktop and mobile browsers.In two partsFoundations and Application Development Techniquesauthor Tony Parisi provides a thorough grounding in theory and practice for designing everything from a simple 3D product viewer to immersive games and interactive training systems. Ideal for developers with Javascript and HTML experience.Explore HTML5 APIs and related technologies for creating 3D web graphics, including WebGL, Canvas, and CSSWork with the popular JavaScript 3D rendering and animation libraries Three.js and Tween.jsDelve into the 3D content creation pipeline, and the modeling and animation tools for creating killer 3D contentLook into several game engines and frameworks for building 3D applications, including the authors Vizi frameworkCreate 3D environments with multiple objects and complex interaction, using examples and supporting codeExamine the issues involved in building WebGL-based 3D applications for mobile browsers