

Programming 3D Applications with HTML5 and WebGL



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出版者:O'Reilly Media

出版时间:2014-3-6

装帧:Paperback

isbn:9781449362966

Create engaging 3D applications for the Web with HTML5 and the emerging web

graphics standard, WebGL. With this book, you'll learn hands-on how to take your website's production value to a new level by incorporating 3D models and animations, mind-blowing visual effects, and advanced user interaction. Author Tony Parisi (WebGL: Up and Running) helps you dive deep into core WebGL technical issues, as well as related rendering and animation technologies such as Canvas and CSS. You'll also learn how to deal with real-world programming concerns such as multithreaded programming and memory management. This book is divided into three parts: Foundations - covers underlying HTML5 technologies, including WebGL, Canvas, CSS3, CSS Filter Effects, and Web Workers with a few illustrative examples along the way. Tools of the Trade - covers open source libraries and frameworks, and the content creation tools necessary to work with the examples in the book. 3D Application Development Techniques - provides reusable modules and fully working application examples, with lots of supporting code

作者介绍:

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标签

WebGL

HTML5

visualization

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CS

有电子版

原版

【教材】

评论

比较系统的web 3d开发教程，详细地讲述了一个3d content pipeline。后面两个大案例没空练习，等学完shader再实战吧。

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书评

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