

# WebGL Game Development



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著者:Sumeet Arora

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WebGL, the web implementation of Open GL, is a JavaScript API used to render interactive 3D graphics within any compatible web browser, without the need for plugins. It helps you create detailed, high-quality graphical 3D objects easily. WebGL elements can be mixed with other HTML elements and composites to create

high-quality, interactive, creative, innovative graphical 3D objects.

This book begins with collecting coins in Super Mario, killing soldiers in Contra, and then quickly evolves to working out strategies in World of Warcraft. You will be guided through creating animated characters, image processing, and adding effects as part of the web page canvas to the 2D/3D graphics. Pour life into your gaming characters and learn how to create special effects seen in the most powerful 3D games. Each chapter begins by showing you the underlying mathematics and its programmatic implementation, ending with the creation of a complete game scene to build a wonderful virtual world.

## 作者介绍:

Sumeet Arora is a tech entrepreneur. He founded Evon Technologies, a consultancy for mobile and web development, and Logic Simplified, a game development company. He holds the position of CTO at Evon and works as a consultant for Logic Simplified. He has worked as an architect consultant for scalable web portals for clients across the globe. His core expertise lies in 3D rendering technologies and collaboration tools. For the past four years, he has been working with various clients/companies on multiplatform content delivery. His own passion towards gaming technologies has helped him help his clients in launching games on various platforms on both web and mobile. Currently his company, Logic Simplified, helps new gaming ideas to launch in the market.

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## 标签

WebGL

遊戲開發

原版

three.js

game

FrontEnd

CS

CG

## 评论

为了写作业补读的一本，实践性非常强，非常良心地手把手从类库到代码一行一行讲解，可惜时间有限没有一一复现书中的内容。数学原理部分比较模糊，基本上已经假设读者有相关知识背景了，所以直接要读的话还是有点门槛。

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难得的从实战出发能把原理讲清楚的书

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## 书评

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