



# WebGL: Up and Running

*Tony Parisi*

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## WebGL: Up and Running Tony Parisi

Get a quick introduction to WebGL, the new standard for 3D rendering on the Web and a member of HTML5's family of technologies. With this hands-on guide, you'll learn essential WebGL development and production concepts, using the JavaScript 3D engine Three.js. At the end of the book, you'll put everything together and build a full 3D application with WebGL.

You don't have to be a game development wizard or have 3D graphics experience to get started. If you use HTML, CSS, and JavaScript—and have familiarity with JQuery and Ajax—this book will help you gain a working knowledge of WebGL through clear and simple examples.

- Understand core 3D graphics concepts and how to implement them in WebGL
- Create WebGL sample pages as you learn, and build a racing game application in the final chapter
- Get to know the Three.js open source library in detail
- Develop working knowledge of graphics rendering, texturing, animation, interaction, and behaviors
- Seamlessly integrate 3D graphics with other content on the page
- Learn the tools, file formats, and techniques for developing robust and secure applications in a production environment

"WebGL: Up and Running is an ideal introduction to the world of 3D programming on the web. It's well-written, clear, and fun. I wish it had been around when I started learning!"

—Giles Thomas, LearningWebGL.com

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