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# Programming 3d Applications With Html5 And WebGL 3d Animation And Visualization For Web Pages

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**KENDRICK ANASTASIA**

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*Foundation HTML5 Animation with JavaScript* Addison-Wesley  
HTML5 is here, and with it, web applications have acquired power, ease, scalability, and responsiveness like never before. With this book, developers will learn how to use the latest cutting-edge HTML5 web technology—available in the most recent versions of modern browsers—to build web applications with unparalleled functionality, speed, and responsiveness. This new edition includes major revisions for WebSockets functionality, reflecting the new W3C specification. It also features new chapters covering the drag-and-drop API as well as

SVG. Explains how to create real-time HTML5 applications that tap the full potential of modern browsers Provides practical, real-world examples of HTML5 features in action Covers all the new HTML5 APIs to get you up-to-speed quickly with HTML5 Fully updated to include the latest revisions of the WebSocket API, and much more.

*Programming 3D Applications with HTML5 and WebGL* Packt Publishing Ltd

The first and only book to reveal the secrets of writing 3-D game applications for C++ programmers. Flights of Fantasy takes programmers behind the scenes to show achieved. Features sample games, demos, and a complete flight simulator on the enclosed disk.

[Pro HTML5 Programming](#) Apress

If you don't know about the new features available in HTML5, now's the time to find out. This book provides practical information about how and why the latest version of this markup language will significantly change the way you develop for the Web. HTML5 is still evolving, yet browsers such as Safari, Mozilla, Opera, and Chrome already support many of its features -- and mobile browsers are even farther ahead. HTML5: Up & Running carefully guides you through the important changes in this version with lots of hands-on examples, including markup, graphics, and screenshots. You'll learn how to use HTML5 markup to add video, offline capabilities, and more -- and you'll be able to put that functionality to work right away. Learn new semantic elements, such as `<video>`, `<canvas>`, and `<geolocation>`. Meet Canvas, a 2D drawing surface you can program with JavaScript. Embed video in your web pages without third-party plugins. Use Geolocation to let web application visitors share their physical location. Take advantage of local storage capacity that goes way beyond cookies. Build offline web applications that work after network access is disconnected. Learn about several new input types for web forms. Create your own custom vocabularies in HTML5 with microdata.

Core HTML5 Canvas John Wiley & Sons

This book is ideal for anyone who already knows JavaScript and would like to get a broad understanding of Three.js quickly, or for those of you who have a basic grasp of using Three.js but want to really make an impact with your 3D visualizations by learning its advanced features. To apply the recipes in this book you don't need to know anything about WebGL; all you need is some general knowledge about JavaScript and HTML.

Learning Virtual Reality "O'Reilly Media, Inc."

HTML5 Games Most Wanted gathers the top HTML5 games developers and reveals the passion they all share for creating and coding great games. You'll learn programming tips, tricks, and optimization techniques alongside real-world code examples that you can use in your own projects. You won't just make games—you'll make great games. The book is packed full of JavaScript, HTML5, WebGL, and CSS3 code, showing you how these fantastic games were built and passing on the skills you'll need to create your own great games. Whether you're a coding expert looking for secrets to push your games further, or a beginner looking for inspiration and a solid game to build on and experiment with, HTML5 Games Most Wanted is for you. Topics and games covered include building complexity from simplicity in A to B, how to create, save, and load game levels in Marble Run, creating fast 3D action games like Cycleblob, and tips on combining the entangled web of HTML5 technologies brilliantly shown in Far7.

**Learning Three.js - the JavaScript 3D Library for WebGL - Second Edition** Packt Publishing Ltd

Beginning WebGL for HTML5 gets you rapidly up to speed with WebGL, a powerful new graphics language within the browser. You'll render realistic scenes with advanced lighting models, shadows, blending and textures. You'll also use mathematics to model fractals and particle systems. Going beyond that, Beginning WebGL for HTML5 presents advanced vertex and fragment shader usage for creating stunning, top-end results. You'll benefit from using modern frameworks to rapidly develop complex scenes, and make use of many tools to help improve rendering performance and debugging. Beginning WebGL for

HTML5 builds your critical WebGL development skills while being enjoyable at each step of the way. Quickly get up to speed with WebGL Render realistic scenes Work faster with frameworks Improve rendering performance

*Flights of Fantasy* Packt Publishing Ltd

Readers will quickly become familiar with HTML5's many new APIs and understand how they work in the mobile environment with this book. Learn how to use audio, video and graphics within the bandwidth and screen constraints of mobile devices, and discover how HTML5 interacts with JavaScript and CSS3.

HTML5 for .NET Developers No Starch Press

Implement the powerful multimedia and interactive capabilities offered by HTML5, including style control tools, illustration tools, video, audio, and rich media solutions. Understand how HTML5 is changing the web development game with this project-based book that shows you—not just tells you—what HTML5 can do for your websites. Reinforce your practical understanding of the new standard with demo applications and tutorials, so that execution is one short step away. HTML5 is the future of the web. Literally every web designer and developer needs to know how to use this language to create the types of web sites consumers now expect. This new edition of the bestseller teaches you to enhance your web designs with rich media solutions and interactivity, using detailed descriptions and hands-on projects for every step along the way. The second edition contains completely updated information, including more on mobility and video standards, plus new projects. The companion website, [visualizetheweb.com](http://visualizetheweb.com), is packed full of extra information, online code libraries, and a user forum, offering even more opportunity to learn new skills,

practice your coding and interact with other users.

**HTML5 for Publishers** Addison-Wesley Professional

Flash is fading fast as Canvas continues to climb. The second edition of this popular book gets you started with HTML5 Canvas by showing you how to build interactive multimedia applications. You'll learn how to draw, render text, manipulate images, and create animation—all in the course of building an interactive web game throughout the book. Updated for the latest implementations of Canvas and related HTML5 technologies, this edition includes clear and reusable code examples to help you quickly pick up the basics—whether you currently use Flash, Silverlight, or just HTML and JavaScript. Discover why HTML5 is the future of innovative web development. Create and modify 2D drawings, text, and bitmap images Use algorithms for math-based movement and physics interactions Incorporate and manipulate video, and add audio Build a basic framework for creating a variety of games Use bitmaps and tile sheets to develop animated game graphics Go mobile: build web apps and then modify them for iOS devices Explore ways to use Canvas for 3D and multiplayer game applications

**Three.js Cookbook** Simon and Schuster

If you know JavaScript and want to start creating 3D graphics that run in any browser, this book is a great choice for you. You don't need to know anything about math or WebGL; all that you need is general knowledge of JavaScript and HTML.

*HTML5 Game Development HOTSHOT* "O'Reilly Media, Inc."

Using WebGL®, you can create sophisticated interactive 3D graphics inside web browsers, without plug-ins. WebGL makes it possible to build a new generation of 3D web games, user

interfaces, and information visualization solutions that will run on any standard web browser, and on PCs, smartphones, tablets, game consoles, or other devices. WebGL Programming Guide will help you get started quickly with interactive WebGL 3D programming, even if you have no prior knowledge of HTML5, JavaScript, 3D graphics, mathematics, or OpenGL. You'll learn step-by-step, through realistic examples, building your skills as you move from simple to complex solutions for building visually appealing web pages and 3D applications with WebGL. Media, 3D graphics, and WebGL pioneers Dr. Kouichi Matsuda and Dr. Rodger Lea offer easy-to-understand tutorials on key aspects of WebGL, plus 100 downloadable sample programs, each demonstrating a specific WebGL topic. You'll move from basic techniques such as rendering, animating, and texturing triangles, all the way to advanced techniques such as fogging, shadowing, shader switching, and displaying 3D models generated by Blender or other authoring tools. This book won't just teach you WebGL best practices, it will give you a library of code to jumpstart your own projects. Coverage includes:

- WebGL's origin, core concepts, features, advantages, and integration with other web standards
- How and basic WebGL functions work together to deliver 3D graphics
- Shader development with OpenGL ES Shading Language (GLSL ES)
- 3D scene drawing: representing user views, controlling space volume, clipping, object creation, and perspective
- Achieving greater realism through lighting and hierarchical objects
- Advanced techniques: object manipulation, heads-up displays, alpha blending, shader switching, and more
- Valuable reference appendixes covering key issues ranging from coordinate systems to matrices and

shader loading to web browser settings This is the newest text in the OpenGL Technical Library, Addison-Wesley's definitive collection of programming guides and reference manuals for OpenGL and its related technologies. The Library enables programmers to gain a practical understanding of OpenGL and the other Khronos application-programming libraries including OpenGL ES and OpenCL. All of the technologies in the OpenGL Technical Library evolve under the auspices of the Khronos Group, the industry consortium guiding the evolution of modern, open-standards media APIs.

#### **Professional WebGL Programming** "O'Reilly Media, Inc."

By teaching HTML5 by developing exciting games, the reader will see concrete applications for each of the concepts, and will also have a powerful deliverable at the end of each chapter - a fully functional game. We learn the various concepts using very abstract examples - how to model animals, foods, or fictitious machines. This makes learning and understanding a lot easier, and much more enjoyable. If you are looking to get a good grounding in how to use the new awesome technology that is HTML5, this book is for you. Basic knowledge of HTML and/or HTML5 is welcome, but optional. The book is a friendly and exciting reference for beginners.

#### **HTML5 Game Development Insights** Apress

If you know JavaScript and want to start creating 3D graphics that run in any browser, this book is a great choice for you. You don't need to know anything about math or WebGL; all that you need is general knowledge of JavaScript and HTML.

*Beginning WebGL for HTML5* Wait Groupe Press

All aboard The Coding Train! This beginner-friendly creative

coding tutorial is designed to grow your skills in a fun, hands-on way as you build simulations of real-world phenomena with “The Coding Train” YouTube star Daniel Shiffman. What if you could re-create the awe-inspiring flocking patterns of birds or the hypnotic dance of fireflies—with code? For over a decade, *The Nature of Code* has empowered countless readers to do just that, bridging the gap between creative expression and programming. This innovative guide by Daniel Shiffman, creator of the beloved Coding Train, welcomes budding and seasoned programmers alike into a world where code meets playful creativity. This JavaScript-based edition of Shiffman’s groundbreaking work gently unfolds the mysteries of the natural world, turning complex topics like genetic algorithms, physics-based simulations, and neural networks into accessible and visually stunning creations. Embark on this extraordinary adventure with projects involving: A physics engine: Simulate the push and pull of gravitational attraction. Flocking birds: Choreograph the mesmerizing dance of a flock. Branching trees: Grow lifelike and organic tree structures. Neural networks: Craft intelligent systems that learn and adapt. Cellular automata: Uncover the magic of self-organizing patterns. Evolutionary algorithms: Play witness to natural selection in your code. Shiffman’s work has transformed thousands of curious minds into creators, breaking down barriers between science, art, and technology, and inviting readers to see code not just as a tool for tasks but as a canvas for boundless creativity. Whether you’re deciphering the elegant patterns of natural phenomena or crafting your own digital ecosystems, Shiffman’s guidance is sure to inform and inspire. *The Nature of Code* is not just about coding; it’s about looking at

the natural world in a new way and letting its wonders inspire your next creation. Dive in and discover the joy of turning code into art—all while mastering coding fundamentals along the way. NOTE: All examples are written with p5.js, a JavaScript library for creative coding, and are available on the book’s website.

*Programming Windows Store Apps with HTML, CSS, and JavaScript* CreateSpace

Create high-performance, visually stunning 3D applications for the Web, using HTML5 and related technologies such as CSS3 and WebGL—the emerging web graphics standard. With this book, you’ll 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 parts—Foundations and Application Development Techniques—author 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 CSS Work with the popular JavaScript 3D rendering and animation libraries Three.js and Tween.js Delve into the 3D content creation pipeline, and the modeling and animation tools for creating killer 3D content Look into several game engines and frameworks for building 3D applications, including the author’s Vizi framework Create 3D environments with multiple objects and complex interaction, using examples and supporting code Examine the issues involved in building WebGL-based 3D applications for mobile browsers.

### Learn OpenGL ES Simon and Schuster

One of HTML5's most exciting features, Canvas provides a powerful 2D graphics API that lets you implement everything from word processors to video games. In *Core HTML5 Canvas*, best-selling author David Geary presents a code-fueled, no-nonsense deep dive into that API, covering everything you need to know to implement rich and consistent web applications that run on a wide variety of operating systems and devices. Succinctly and clearly written, this book examines dozens of real-world uses of the Canvas API, such as interactively drawing and manipulating shapes, saving and restoring the drawing surface to temporarily draw shapes and text, and implementing text controls. You'll see how to keep your applications responsive with web workers when you filter images, how to implement smooth animations, and how to create layered, 3D scrolling backgrounds with parallax. In addition, you'll see how to implement video games with extensive coverage of sprites, physics, collision detection, and the implementation of a game engine and an industrial-strength pinball game. The book concludes by showing you how to implement Canvas-based controls that you can use in any HTML5 application and how to use Canvas on mobile devices, including iOS5. This authoritative Canvas reference covers The canvas element—using it with other HTML elements, handling events, printing a canvas, and using offscreen canvases Shapes—drawing, dragging, erasing, and editing lines, arcs, circles, curves, and polygons; using shadows, gradients, and patterns Text—drawing, positioning, setting font properties; building text controls Images—drawing, scaling, clipping, processing, and animating Animations—creating smooth,

efficient, and portable animations Sprites—implementing animated objects that have painters and behaviors Physics—modeling physical systems (falling bodies, pendulums, and projectiles), and implementing tweening for nonlinear motion and animation Collision detection—advanced techniques, clearly explained Game development—all aspects of game development, such as time-based motion and high score support, implemented in a game engine Custom controls—infrastructure for implementing custom controls; implementing progress bars, sliders, and an image panner Mobile applications—fitting Canvas apps on a mobile screen, using media queries, handling touch events, and specifying iOS5 artifacts, such as app icons Throughout the book, Geary discusses high-quality, reusable code to help professional developers learn everything they really need to know, with no unnecessary verbiage. All of the book's code and live demonstrations of key techniques are available at [corehtml5canvas.com](http://corehtml5canvas.com).

### **Learning Three.js** Packt Pub Limited

For developers who want to build enterprise web applications using HTML5, CSS3, JavaScript, and external APIs, this tutorial is all you need. Structured around the creation of a real application, it's practical and easily assimilated. Overview Learn the most useful HTML5 features by developing a real-world application. Detailed solutions to most common problems presented in an enterprise application development. Discover the most up-to-date development tips, tendencies, and trending libraries and tools. In Detail HTML5 has been a trending topic for a long time, but the lack of Flash support on iOS devices has sped up its penetration. New features in HTML5 come at a time when web developers are

pushing the limits of what is achievable and HTML5, CSS3, and JavaScript have become an important alternative for building rich user interfaces. "HTML5 Enterprise Application Development" will guide you through the process of building an enterprise application with HTML5, CSS3, and JavaScript through creating a movie finder application. You will learn how to apply HTML5 capabilities in real development problems and how to support consistent user experiences across multiple browsers and operating systems, including mobile platforms. This book will teach you how to build an enterprise application from scratch using HTML5, CSS3, JavaScript, and external APIs You will discover how to develop engaging experiences using HTML5 capabilities, including video and audio management, location services, and 3D and 2D animations. We will also cover debugging techniques, automated testing, and performance evaluations to give you all the tools needed for an efficient development workflow. "HTML5 Enterprise Application Development" is a comprehensive guide for anyone who wants to build an enterprise web application. You will learn through the implementation of a real-world application as we show you handy libraries, development tips, and development tools. What you will learn from this book Write easy to read HTML using semantic tags and use canvas to draw 2D and 3D elements in your browser in real time. Learn how to create consistent experiences through multiple browsers and devices. Manage video and audio in modern browsers with no extra plugins needed. Add AJAX calls to your applications for loading data with no browser refresh and parallelize your JavaScript calls using web workers. Implement drag-and-drop using HTML5 capabilities and style your enterprise

application using new CSS3 properties. Discover the use of APIs through Twitter's API examples. Learn how to automate your test using web applications testing systems and evaluate your application performance using profiling tools. Approach A practical development tutorial, giving users step-by-step instructions to allow them to create an enterprise web application. Who this book is written for This book is for developers who want to create enterprise web applications with engaging user experiences with no browser plugins. Basic JavaScript programming and knowledge of HTML and CSS is required. No knowledge of HTML5 or CSS3 is assumed.

#### **HTML5: Up and Running Apress**

HTML5 is revolutionizing the way Web applications are developed, and this practical, hands-on book puts developers right in the middle of the action. The book also includes tips for Flash developers on how to transfer their skills to HTML5 programming.

#### *HTML5 Canvas Apress*

The best way to learn anything is by doing. The author uses a friendly tone and fun examples to ensure that you learn the basics of application development. Once you have read this book, you should have the necessary skills to build your own applications. If you have no experience but want to learn how to create applications in HTML5, this book is the only help you'll need. Using practical examples, HTML5 Web Application Development by Example will develop your knowledge and confidence in application development.

*Learning HTML5 Game Programming* "O'Reilly Media, Inc."

Annotation The HTML5 canvas is revolutionizing graphics and

visualizations on the Web. Powered by JavaScript, the HTML5 Canvas API enables web developers to create visualizations and animations right in the browser without Flash. Although the HTML5 Canvas is quickly becoming the standard for online graphics and interactivity, many developers fail to exercise all of the features that this powerful technology has to offer. The HTML5 Canvas Cookbook begins by covering the basics of the HTML5 Canvas API and then progresses by providing advanced techniques for handling features not directly supported by the API

such as animation and canvas interactivity. It winds up by providing detailed templates for a few of the most common HTML5 canvas applications: data visualization, game development, and 3D modeling. It will acquaint you with interesting topics such as fractals, animation, physics, color models, and matrix mathematics. By the end of this book, you will have a solid understanding of the HTML5 Canvas API and a toolbox of techniques for creating any type of HTML5 Canvas application, limited only by the extent of your imagination.