



## WebGL Game Development

By Sumeet Arora

Packt Publishing - eBooks Account. Paperback. Condition: New. 418 pages. Dimensions: 9.2in. x 7.4in. x 1.0in. WebGL is the standard for rendering 3D graphics in a browser using JavaScript. This book will teach you to exploit the full potential of WebGL in game development by rendering complex 3D objects. The essential tutorial. Overview Load and render complex 3D objects in WebGL using JavaScript Apply textures and lighting to game scenarios Load rigged 3D models and Skeletal Animations Add Physics Engines to WebGL games In Detail WebGL, the web implementation of OpenGL, 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 2D3D graphics. Pour life into your gaming characters and learn how to...



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