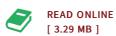




## WebGL Game Development

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 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 2D3D graphics. Pour life into your gaming characters and learn how to...



## Reviews

An incredibly wonderful ebook with perfect and lucid explanations. I really could comprehended every little thing using this written e publication. It is extremely difficult to leave it before concluding, once you begin to read the book.

-- Tomas Flatley

An extremely wonderful book with perfect and lucid information. This can be for all those who statte there had not been a really worth reading through. Its been written in an exceptionally easy way and it is only after i finished reading this ebook in which actually modified me, alter the way i really believe.

-- Kaelyn Reichel