Learning Three.js: The JavaScript 3D Library for WebGL

Create and animate stunning 3D graphics using the open source
Three.js JavaScript library

Jos Dirksen

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as OBJ STL and COLLADA Create and run animations using morph targets and bones animations Explore advanced textures on materials to create realistic looking 3D objects by using bump maps normal maps specular maps and light maps Interact directly with WebGL by creating custom vertex and fragment shaders Who this book is for The ideal target audience for this book would be JavaScript developers who who wa **Three.js** JD Gauchat,2018-01-02 Learn how to create web applications and video games in 3D with the Three js library After reading this guide you will know how to define a 3D world how to incorporate textures and models and how to create 3D animations and video games Table of Contents THREE JS Renderer Scene Camera Meshes Geometric Primitives Materials Implementation Transformations Lights Textures UV Mapping Canvas Textures Video Textures 3D Models 3D Animations QUICK REFERENCE Renderer Cameras Geometries Materials Transformations Lights Textures This guide assumes that you have a basic knowledge of HTML CSS and JavaScript and you know how to create files and upload them to a server If you don t know how to program in HTML CSS or JavaScript you can download our guides Introduction to HTML Introduction to CSS and Introduction to JavaScript For a complete course on web development read our book HTML5 for Masterminds This guide is a collection of excerpts from the book HTML5 for Masterminds The information included in this guide will help you understand a particular aspect of web development but it will not teach you everything you need to know to develop a website or a web application If you need a complete course on web development read our book HTML5 for Masterminds For more information visit our website at www formasterminds com **Hands-on Three.js 3D Web Visualisations** Nik Lever,2019 Create stunning visualizations and 3D scenes using the Three js library About This Video Learn to use the most popular WebGL library to display amazing 3D effects in any modern browser The course takes you step by step from creating simple shapes to complex geometry lighting and animation Gives you a deep understanding of the library to prepare you for developing your own content In Detail Three js is the most popular JavaScript library for displaying 3D content on the web giving you the power to display incredible models games music videos and scientific data visualizations in your browser and even on your smartphone This course begins with a 3D beginner level primer to 3D concepts and some basic examples to get you started with the most important features that Three js has to offer You ll learn how to quickly create a scene camera and renderer and how to add meshes using the Geometry primitives included with the library You ll explore troubleshooting steps that will focus on some of the common pitfalls developers face You ll learn the very sophisticated animation system included with the library The course concludes by introducing post processing essentially adding filters to your rendered scene and GLSL the shading language that is used by all materials included with the library You ll see how creating your materials is easier than you d imagine using GLSL By the end of this course you ll be able to quickly add advanced features to your 3D scenes improve the way users interact with them and make them look stunning **Mastering Three.js** Frahaan Hussain,Kameron Hussain,2023-12-09 Mastering Three js A Journey Through 3D Web Development is an essential guide for any web developer or designer looking to incorporate 3D graphics

into their websites and applications This comprehensive book dives deep into the capabilities of Three js a powerful JavaScript library that enables the creation of stunning 3D graphics in a web browser using WebGL The journey begins with an introduction to the fundamental concepts of 3D web graphics and a detailed overview of Three js Readers will learn about the library s architecture including its core components like scenes cameras renderers and geometries The book then advances to more complex topics such as creating and manipulating 3D objects lighting and shadows ensuring a solid foundation in Three js fundamentals As the book progresses readers will discover the exciting world of animations interactivity and visual effects in Three js Techniques for optimizing performance and creating realistic environments are discussed providing insights into professional practices in 3D web development The book also explores advanced topics like virtual and augmented reality integrating Three js with other web technologies and building cross platform 3D applications Practical examples and hands on projects are included in each chapter allowing readers to apply their learning in real world scenarios Mastering Three js A Journey Through 3D Web Development is not just a technical guide it s a creative journey that empowers readers to bring their 3D visions to life Whether you re a beginner in web development interested in 3D graphics or an experienced developer seeking to expand your skillset this book is an indispensable resource With its detailed explanations practical examples and a focus on modern web technologies this book is an invaluable tool for mastering the art of 3D web development with Three js   **Three. Js Essentials** Jos Dirksen,2014-11-12 Create and animate beautiful 3D graphics with this fast paced tutorial Overview Acquire thorough knowledge of the essential features of Three js explained using comprehensive examples Animate HTML5 elements directly from Three js using the CSS3 3D renderer Visualize information such as sound and open data in beautiful 3D In Detail Create beautiful visualizations and 3D scenes using Three js with this practical example rich book Learn all the core concepts of Three js and whether you are targeting mobile devices or desktop browsers you will gain the necessary skills to build a 3D application and improve web performance From setting up a development environment and creating your first Three js scene you will quickly dive into more complex scene making Discover a variety of possible scenes from how to make a rotating planet with data overlay to mini games Through these examples you will be shown an array of skills from using materials controls and lighting to creating particle systems and geometries from scratch By the end of this book you ll be able to effectively and confidently create 3D scenes using different lights and materials create visualizations using particle systems animate web pages and incorporate Blender in your 3D workflow What you will learn from this book Create standard skeletons and animation loops for Three js projects that support WebGL and CSS3 3D Use textures and materials to their fullest to enhance rendering of an object Apply different types of lighting using the different light sources available Animate geometries particle systems and HTML5 elements with Three js and Tween js Create procedural and random geometries from scratch Load geometries from external sources and work with Blender as a 3D modeling tool Work with particle systems for advanced visualizations Approach This book is an easy to follow

guide that shows the essential parts of Three js through a set of extensive examples Through the explanation of these examples you ll learn everything you need to know about Three js Who this book is written for If you already know JavaScript and want to quickly learn the essentials of Three js this book is for you No prior knowledge of Three js WebGL 3D modeling or Math is required **Learning 3D Graphics on the Web with Three.js** *,2017* Learn to use the three js JavaScript library to create 3D graphics for the web **Programming 3D Applications with HTML5 and WebGL** Tony Parisi,2014-02-13 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 **Game Development with Three.js** Isaac Sukin,2013-10-24 A step by step example based guide to building immersive 3D games on the Web using the Three js graphics library This book is for people interested in programming 3D games for the Web Readers are expected to have basic knowledge of JavaScript syntax and a basic understanding of HTML and CSS This book will be useful regardless of prior experience with game programming whether you intend to build casual side projects or large scale professional titles **WebGL: Up and Running** Tony Parisi,2012-08-15 Presents an introduction to WebGL development and production concepts to create full 3D applications **How to Design 3D Games with Web Technology - Book 01** Jordi Josa,2017-02-07 Over the year s web browsers have been incorporating new technologies changing from simple page viewers with plain text and some images to platforms that allow us to create three dimensional games The revolution began with improved CSS styles and continued with the addition of relational and documental databases and the ability to create applications that work in offline mode without internet connection Progress continued with the incorporation of audiovisual technologies the possibility of watching movies native audio management including speech recognition and speech synthesis for reading texts Finally the incorporation of 3D technology WebGL with hardware acceleration motion detection and virtual reality technology have meant that the WEB programming is as every bit as good as other platforms and traditional languages Therefore I decided to start a collection of books that allows us to explore these developments and become true

experts To distinguish the collection from other books on the market I ve focused on teaching how to perform a role playing game in first person merely as an excuse to gradually introduce WEB technologies What does the first book of the collection cover The book is aimed at those who want to explore how to create 3D animation either to add visual elements to their web pages as well as those who want to try their luck in game design In it we ll learn how to Use the Three js library to create and animate a basic scene To prepare the development environment and solve the main problems we encounter To use geometries and materials offered by the default library To create advanced textures and transparencies To illuminate the scene and create shadows To load objects made with third party platforms and animate them using different techniques To use the keyboard mouse and even body movement to control the camera Finally we ll create our first game location A beautiful medieval village with its castle and cemetery full of villagers walking about and doing daily chores and a thick forest full of dangerous monsters What is the game like The game spans from the creation of 3D scenes to the management of music and sound effects artificial intelligence character animation and monsters saving the current game subsequently recovering it and finally packaging What prior knowledge is needed This book is suitable for anyone with basic knowledge of JavaScript and HTML No knowledge of advanced mathematics or WebGL are needed   Three.js kai fa zhi nan 张三,2017 Three js   **Programming 3D Applications with HTML5 and WebGL** Tony Parisi,2014 Create high performance visually stunning 3D applications for the Web using HTML5 and related technologies such as CSS3 and WebGL u2014 the emerging web graphics standard With this book you u2019 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 u2014 Foundations and Application Development Techniques u2014 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 u2019 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   *Learning 3D Graphics on the Web with Three.js* Engin Arslan,2017

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In a world inundated with monitors and the cacophony of quick connection, the profound energy and psychological resonance of verbal art usually disappear into obscurity, eclipsed by the regular onslaught of sound and distractions. However, nestled within the lyrical pages of **Learning Three Js The Javascript 3d Library For Webgl**, a captivating perform of fictional elegance that pulses with fresh thoughts, lies an unforgettable journey waiting to be embarked upon. Published with a virtuoso wordsmith, that enchanting opus instructions viewers on an emotional odyssey, softly exposing the latent potential and profound impact stuck within the complicated web of language. Within the heart-wrenching expanse of the evocative examination, we will embark upon an introspective exploration of the book is main themes, dissect their interesting publishing fashion, and immerse ourselves in the indelible effect it leaves upon the depths of readers souls.

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