



Beginning WebGL for HTML5 (Expert's Voice in Web Development)

Brian Danchilla

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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.

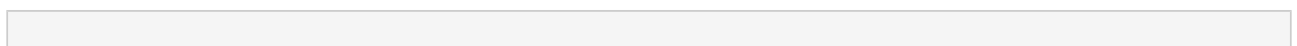
- Quickly get up to speed with WebGL
- Render realistic scenes
- Work faster with frameworks
- Improve rendering performance

What you'll learn

- A scene setup and rendering refresher
- Advanced GLSL usages
- Rendering realistic scenes with lighting, blending, reflections, shadows and more
- The current state of WebGL mobile support
- Performance optimizations
- Enhancing productivity by using existing frameworks and loading models

Who this book is for

Beginning WebGL for HTML5 is for the graphics enthusiast who is ready to bring their skillset to the next level and create more realistic, beautiful scenes. *Beginning WebGL for HTML5* is a great choice for someone with existing OpenGL or Canvas 2D knowledge wanting to transition to WebGL. It is an excellent choice for those wanting to have high performance graphics coded in minimal time.



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Julie Moore:

Playing with family in a park, coming to see the marine world or hanging out with friends is thing that usually you have done when you have spare time, then why you don't try point that really opposite from that. One particular activity that make you not sensation tired but still relaxing, trilling like on roller coaster you are ride on and with addition of information. Even you love Beginning WebGL for HTML5 (Expert's Voice in Web Development), it is possible to enjoy both. It is good combination right, you still wish to miss it? What kind of hang-out type is it? Oh seriously its mind hangout men. What? Still don't obtain it, oh come on its referred to as reading friends.

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Peter Landon:

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