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Examine the issues involved in building WebGL-based 3D applications for mobile browsers

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**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.
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

Programming 3D Applications with HTML5 and WebGL-Tony Parisi 2013-09-30 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.

Programming 3D Applications in HTML5 and WebGL-Tony Parisi 2014 Create high-performance, visually stunning 3D applications for the Web hands-on, using HTML5 and WebGL. With this interactive video course, you’ll learn by using 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. Led by Tony Parisi, a pioneer of 3D standards for the Web, this course provides a thorough grounding in theory and practice for designing everything from a simple 3D product viewer to immersive games and interactive training systems. This course is divided into two parts: Part 1—Foundations Learn what's possible with HTML5 and WebGL in the web browser Delve into the anatomy of a WebGL application Work with Three.js and Tween.js, the open source JavaScript 3D rendering and animation libraries Explore 3D transforms, transitions, and animations with CSS Use the 2D Canvas API to render 3D Part 2—Application Development Techniques Learn about the 3D content pipeline, including modeling and animation tools, converters, and file formats Understand game engines and frameworks for building 3D applications, including Tony Parisi’s Vizi framework Design and develop a simple 3D application by creating 3D content, behaviors, and interaction Create 3D environments with multiple objects and complex interaction Learn how to develop WebGL-based 3D applications for mobile browsers Ideal for developers with Javascript and HTML experience, this video is based on Parisi’s book, Programming 3D Applications with HTML5 and WebGL from O’Reilly. Once you've completed this video course, you can dig even deeper into the subject with the book.

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 appendices 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** - Andreas Anyuru 2012-04-19

Everything you need to know about developing hardware-accelerated 3D graphics with WebGL! As the newest technology for creating 3D graphics on the web, in both games, applications, and on regular websites, WebGL gives web developers the capability to produce eye-popping graphics. This book teaches you how to use WebGL to create stunning cross-platform apps. The book features several detailed examples that show you how to develop 3D graphics with WebGL, including explanations of code snippets that help you understand the why behind the how. You will also develop a stronger understanding of WebGL development from coverage that: • Provides a comprehensive overview of WebGL and shows how it relates to other graphics-related technologies • Addresses important topics such as the WebGL graphics pipeline, 3D transformations, texturing and lighting • Teaches you how to write vertex shaders and fragment shaders for WebGL • Includes a lot of useful guidelines, tips, and tricks for WebGL performance optimizations Professional WebGL Programming is the first book on the market to delve into this fascinating topic and it puts you on your way to mastering the possibilities that exist with WebGL.

**WebGL: Up and Running** - Tony Parisi 2012-08-15

Presents an introduction to WebGL development and production concepts to create full 3D applications.

**HTML5 Canvas** - Steve Fulton 2011-05-03

Provides information on using HTML5 to build interactive multimedia applications and computer games, covering such topics as creating bitmap images, manipulating video, and adding audio.

**Learning HTML5 Game Programming** - James Lamar Williams 2012

Presents practical instruction and theory for using the features of HTML5 to create a online gaming applications.
Real-Time 3D Graphics with WebGL 2-Farhad Ghayour 2018-10-31

A comprehensive guide with 80+ examples on 3D programming in WebGL 2, covering computer graphics topics such as rendering, 3D math, camera, and more.

Key Features
- Create visually stunning, high-performance 3D applications for the web with WebGL 2
- A complete course on 3D computer graphics: rendering, 3D math, lighting, cameras, and more
- Unlock a variety of new and advanced features offered in WebGL 2

Book Description
As highly interactive applications have become an increasingly important part of the user experience, WebGL is a unique and cutting-edge technology that brings hardware-accelerated 3D graphics to the web. Packed with 80+ examples, this book guides readers through the landscape of real-time computer graphics using WebGL 2. Each chapter covers foundational concepts in 3D graphics programming with various implementations. Topics are always associated with exercises for a hands-on approach to learning.

This book presents a clear roadmap to learning real-time 3D computer graphics with WebGL 2. Each chapter starts with a summary of the learning goals for the chapter, followed by a detailed description of each topic. The book offers example-rich, up-to-date introductions to a wide range of essential 3D computer graphics topics, including rendering, colors, textures, transformations, framebuffers, lights, surfaces, blending, geometry construction, advanced techniques, and more. With each chapter, you will “level up” your 3D graphics programming skills.

This book will become your trustworthy companion in developing highly interactive 3D web applications with WebGL and JavaScript. What you will learn:
- Understand the rendering pipeline provided in WebGL
- Build and render 3D objects with WebGL
- Develop lights using shaders, 3D math, and the physics of light reflection
- Create a camera and use it to navigate a 3D scene
- Use texturing, lighting, and shading techniques to render realistic 3D scenes
- Implement object selection and interaction in a 3D scene
- Cover advanced techniques for creating immersive and compelling scenes
- Learn new and advanced features offered in WebGL 2

Who this book is for:
Developers who are interested in building highly interactive 3D web applications with WebGL and JavaScript.
learn how to utilize the amazing animation and physics-based code originally created by author Keith Peters in his hugely successful Foundation ActionScript Animation in all of your HTML5 applications. In no time at all, you’ll understand the concepts behind scripted animation and also have the ability to create all manner of exciting animations and games.

Learning Virtual Reality - Tony Parisi 2015-10-26 As virtual reality approaches mainstream consumer use, a vibrant development ecosystem has emerged in the past few years. This hands-on guide takes you through VR development essentials for desktop, mobile, and browser-based applications. You’ll explore the three go-to platforms—OculusVR, Gear VR, and Cardboard VR—as well as several VR development environments, programming tools, and techniques. If you’re an experienced programmer familiar with mobile development, this book will help you gain a working knowledge of VR development through clear and simple examples. Once you create a complete application in the final chapter, you’ll have a jumpstart on the next major entertainment medium. Learn VR basics for UI design, 3D graphics, and stereo rendering Explore Unity3D, the current development choice among game engines Create native applications for desktop computers with the Oculus Rift Develop mobile applications for Samsung’s Gear VR using Android and Oculus Mobile SDKs Build browser-based applications with the WebVR Javascript API and WebGL Create simple and affordable mobile apps for any smartphone with Google’s Cardboard VR Bring everything together to build a 360-degree panoramic photo viewer

WebGL: Up and Running - Tony Parisi 2012-08-07 Get a quick introduction to WebGL, the new standard for 3D rendering on the Web and a member of HTML5’s family of technologies. With this hands-on guide, you’ll learn essential WebGL development and production concepts, using the JavaScript 3D engine Three.js. At the end of the book, you’ll put everything together and build a full 3D application with WebGL. You don’t have to be a game development wizard or have 3D graphics experience to get started. If you use HTML, CSS, and JavaScript—and have familiarity with JQuery and Ajax—this book will help you gain a working knowledge of WebGL through clear and simple examples. Understand core 3D graphics concepts and how to implement them in WebGL Create WebGL sample pages as you learn, and build a racing game application in the final chapter Get to know the Three.js open source library in detail Develop working knowledge of graphics rendering, texturing, animation, interaction, and behaviors Seamlessly integrate 3D graphics with other content on the page Learn the tools, file formats, and techniques for developing robust and secure applications in a production environment "WebGL: Up and Running is an ideal introduction to the world of 3D programming on the web. It’s well-written, clear, and fun. I wish it had been around when I started learning!" —Giles Thomas, LearningWebGL.com

Learn Three.js - Third Edition - Jos Dirksen 2018 Create and animate stunning 3D browser based graphics with Three.js JavaScript library Key Features Enhance your 3D graphics with light sources, shadows, advanced materials, and textures Load models from external sources, and visualize and animate them directly from JavaScript Create your own custom WebGL shader and explore the postprocessing feature of Three.js Book Description WebGL makes it possible to create 3D graphics in the browser without having to use plugins such as Flash and Java. Programming WebGL, however, is difficult and complex. With Three.js, it is possible to create stunning 3D graphics in an intuitive manner using JavaScript, without having to learn WebGL. With this book, you’ll learn how to create and animate beautiful looking 3D scenes directly in your browser-utilizing the full potential of WebGL and modern browsers. It starts with the basic concepts and building blocks used in Three.js. From there on, it will expand on these subjects using extensive examples and code samples. You will learn to create, or load, from externally created models, realistic looking 3D objects using materials and textures. You’ll find out how to easily control the camera using the Three.js built-in in camera controls, which will enable you to fly or walk around the 3D scene you created. You will then use the HTML5 video and canvas elements as a material for your 3D objects and to animate your models. Finally, you will learn to use morph and skeleton-based animation, and even how to add physics, such as gravity and collision detection, to your scene. After reading this book, you’ll know everything that is required to create 3D animated graphics using Three.js. What you will learn Work with the different types of materials in Three.js and see how they interact with your 3D objects and the rest of the environment Implement the different camera controls provided by Three.js to effortlessly...
navigate around your 3D scene Work with vertices directly to create snow, rain, and galaxy-like effects Import and animate models from external formats, such 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 ...
creation: input widgets, data binding, and data validation File editing and management: rich formatting, file storage, drag and drop Messaging: communicating to and from scripts in HTML5 Mobile applications: client storage and offline execution PART 3 INTERACTIVE GRAPHICS, MEDIA, AND GAMING 2D Canvas: low-level, 2D graphics rendering SVG: responsive in-browser graphics Video and audio: playing media in the browser WebGL: 3D application development Plus 10 Appendixes

Enterprise Web Development - Yakov Fain 2014-07-02 If you want to build your organization’s next web application with HTML5, this practical book will help you sort through the various frameworks, libraries, and development options that populate this stack. You’ll learn several of these approaches hands-on by writing multiple versions of a sample web app throughout the book, so you can determine the right strategy for your enterprise. What’s the best way to reach both mobile and desktop users? How about modularization, security, and test-driven development? With lots of working code samples, this book will help web application developers and software architects navigate the growing number of HTML5 and JavaScript choices available. The book’s sample apps are available at http://savesickchild.org. Mock up the book’s working app with HTML, JavaScript, and CSS Rebuild the sample app, first with jQuery and then Ext JS Work with different build tools, code generators, and package managers Build a modularized version of the app with RequireJS Apply test-driven development with the Jasmine framework Use WebSocket to build an online auction for the app Adapt the app for both PCs and mobile with responsive web design Create mobile versions with jQuery Mobile, Sencha Touch, and PhoneGap

Pro HTML5 Programming - Peter Lubbers 2012-01-19 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.

HTML5: Up and Running - Mark Pilgrim 2010-08-06 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 , , and 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

Flights of Fantasy - Christopher Lampton 1993 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.

Three.js Cookbook - Jos Dirksen 2015-01-30
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.

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.

iPhone 3D Programming - Philip Rideout 2010-05-03
What does it take to build an iPhone app with stunning 3D graphics? This book will show you how to apply OpenGL graphics programming techniques to any device running the iPhone OS -- including the iPad and iPod Touch -- with no iPhone development or 3D graphics experience required. iPhone 3D Programming provides clear step-by-step instructions, as well as lots of practical advice, for using the iPhone SDK and OpenGL. You’ll build several graphics programs -- progressing from simple to more complex examples -- that focus on lighting, textures, blending, augmented reality, optimization for performance and speed, and much more. All you need to get started is a solid understanding of C++ and a great idea for an app. Learn fundamental graphics concepts, including transformation matrices, quaternions, and more. Get set up for iPhone development with the Xcode environment. Become familiar with versions 1.1 and 2.0 of the OpenGL ES API, and learn to use vertex buffer objects, lighting, texturing, and shaders. Use the iPhone's touch screen, compass, and accelerometer to build interactivity into graphics applications. Build iPhone graphics applications such as a 3D wireframe viewer, a simple augmented reality application, a spring system simulation, and more.

Learning PHP, MySQL, JavaScript, and CSS - Robin Nixon 2012-08-27
Learn how to build interactive, data-driven websites—even if you don’t have any previous programming experience. If you know how to build static sites with HTML, this popular guide will help you tackle dynamic web programming. You’ll get a thorough grounding in today’s core open source technologies: PHP, MySQL, JavaScript, and CSS. Explore each technology separately, learn how to combine them, and pick up valuable web programming concepts along the way, including objects, XHTML, cookies, and session management. This book provides review questions in each chapter to help you apply what you’ve learned. Learn PHP essentials and the basics of object-oriented programming Master MySQL, from database structure to complex queries Create web pages with PHP and MySQL by integrating forms and other HTML features Learn JavaScript fundamentals, from functions and event handling to accessing the Document Object Model. Pick up CSS basics for formatting and styling your web pages. Turn your website into a highly dynamic environment with Ajax calls. Upload and manipulate files and images, validate user input, and secure your applications. Explore a working example that brings all of the ingredients together.

Programming Amazon Web Services - James Murty 2008-03-25
A guide to Amazon Web services provides code samples and information on using APIs to create applications.

Html5 Graphing and Data Visualization Cookbook - Ben Fhala 2012-11-23
This cookbook is organized in a linear, progressive way allowing it to be read from start to finish, as well as to be used as a useful resource for specific tasks. The HTML5 examples and recipes will have you making dynamic, interactive, and animated charts and graphs in no time. You don't need to have a background in HTML5 or Canvas but you do need to have a basic understanding of how HTML works and know how to code in any language (preferably in JavaScript). In this book we will not explain how to learn to code but how to create projects and how to plan and execute them in the process.
Programming HTML5 Applications - Zachary Kessin 2011-11-17 Learn powerful JavaScript tools for exploiting HTML5 elements, and discover new methods for working with data, such as offline storage and multithreaded processing. Complete with code samples, this book is ideal for experienced JavaScript and mobile developers alike.

HTML5 Games - Jacob Seidelin 2014-03-10 HTML5 Games shows you how to combine HTML5, CSS3 and JavaScript to make games for the web and mobiles - games that were previously only possible with plugin technologies like Flash. Using the latest open web technologies, you are guided through the process of creating a game from scratch using Canvas, HTML5 Audio, WebGL and WebSockets. Inside, Jacob Seidelin shows you how features available in HTML5 can be used to create games. First, you will build a framework on which you will create your HTML5 game. Then each chapter covers a new aspect of the game including user input, sound, multiplayer functionality, 2D and 3D graphics and more. By the end of the book, you will have created a fully functional game that can be played in any compatible browser, or on any mobile device that supports HTML5. Topics include: Dealing with backwards compatibility Generating level data Making iOS and Android web apps Taking your game offline Using Web Workers Persistent Game Data Drawing with Canvas Capturing player input Creating 3D graphics with WebGL Textures and lighting Sound with HTML5 Audio And more...

Core HTML5 Canvas - David Geary 2012-05-14 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.

Making Isometric Social Real-Time Games with HTML5, CSS3, and JavaScript - Mario Andres Pagella 2011-08-26 Anyone familiar with Zynga's Farmville understands how fun and addictive real-time social games can be. This hands-on guide shows you how to design and build one of these games from start to finish, with nothing but open source tools. You'll learn how to render graphics, animate with sprites, add sound, validate scores to prevent
cheating, and more, using detailed examples and code samples. By the end of the book, you’ll complete a project called Tourist Resort that combines all of the techniques you’ve learned. You’ll also learn how to integrate your game with Facebook. If you’re familiar with JavaScript, HTML5, and CSS3, you’re ready to get started. Use HTML5’s canvas element to build smooth animations with sprites. Create an isometric grid pattern for high-performance graphics. Design a GUI that works equally well on mobile devices and PCs. Add sound to your game with HTML5’s audio element. Implement the game’s path-finding function with WebWorkers. Build a client data model on the server with PHP and MySQL. Make your game come alive with dynamic CSS3 objects.

Learning Three.js: The JavaScript 3D Library for WebGL-Jos Dirksen 2013-10-17 “Learning Three.js is a hands-on guide which provides everything you need to start working with the powerful JavaScript library, and start creating awesome in-browser visualizations”. Learning Three.js is written for anyone looking to get started with Three.js, or looking to improve their skills with the popular js library. The book assumes some knowledge of javascript, but you don’t need any knowledge of Three.js itself to follow the book.

Supercharged JavaScript Graphics-Raffaele Cecco 2011-07-11 With HTML5 and improved web browser support, JavaScript has become the tool of choice for creating high-performance web graphics. This faced-paced book shows you how to use JavaScript, jQuery, DHTML, and HTML5’s Canvas element to create rich web applications for computers and mobile devices. By following real-world examples, experienced web developers learn fun and useful approaches to arcade games, DHTML effects, business dashboards, and other applications. This book serves complex subjects in easily digestible pieces, and each topic acts as a foundation for the next. Tackle JavaScript optimization and understand how it impacts performance. Create fast-moving graphics by combining old-school DHTML with jQuery. Learn advanced UI techniques using the jQuery UI and Ext JS libraries. Build games with collision detection, object handling, and JavaScript scrolling techniques. Master HTML5 Canvas basics for drawings, fills, bitmaps, animation, and more. Create applications for the small screen with jQuery.

Mobile and PhoneGap—Use Google’s data visualization tools to create interactive dashboards.

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.

Html5 Web Application Development by Example Beginner’s Guide-J. M. Gustafson 2013-01-01 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.

HTML5 for Publishers-Sanders Kleinfeld 2011-10-06 HTML5 is revolutionizing the Web, and now it's coming to your ebook reader! With the release of the EPUB 3 specification, HTML5 support is officially a part of the EPUB standard, and publishers are able to take full advantage of HTML5's rich feature set to add rich media and interactivity to their ebook content. HTML5 for Publishers gives an overview of some of the most exciting features HTML5 provides to ebook content creators—audio/video, geolocation, and the Canvas—and shows how to put them in action. Learn how to: Intersperse audio/video with textual content. Create a graphing calculator to display algebraic equations on the Canvas. Use geolocation to customize a work of fiction with details from the reader's locale. Employ MathML to create an interactive equation solver. Make a coloring book.
using SVG and JavaScript

**HTML5 and CSS3 All-in-One For Dummies** - Andy Harris 2014-01-08 A new edition of a bestseller covers the latest advances in web development! HTML5 and CSS3 are essential tools for creating dynamic websites and boast updates and enhanced features that can make your websites even more effective and unique. This friendly, all-in-one guide covers everything you need to know about each of these technologies and their latest versions so that you can use them together. Building on the bestselling formats of the first two editions, this new edition teaches you the fundamentals of HTML5 and CSS3, and then presents ways for using them with JavaScript, MySQL, and Ajax to create websites that work. Covers using JavaScript, PHP, MySQL, and Ajax in the context of programming dynamic web pages with CSS3 and HTML5. Includes self-contained minibooks that review HTML, CSS, design, and layout, client-side JavaScript, Ajax and server-side, and putting it all together. Examines new web development advancements including new technologies and changes to the standards. Features a website that contains supporting materials including code and several valuable programs that are useful for web development. HTML5 and CSS3 All-in-One For Dummies, 3rd Edition serves as the perfect reference for both web development beginners and seasoned professionals looking to learn more about how to get the most out of the powerful combination of HTML5 and CSS3.

**Pro Android Web Game Apps** - Juriy Bura 2012-12-03 Dive into game development and create great multiplayer online games with Pro Android Web Game Apps. This hands-on guide covers both the theory and practice of browser game development for the Android platform. You'll use cutting-edge technologies to make game engines in your browser, establish real-time server communication, and create amazing gaming experiences with artificial intelligence and rich media. Bring your knowledge of HTML and JavaScript to the next level with Pro Android Web Game Apps. You are guided through exciting projects that give you firsthand experience with core game app development concepts. You'll start with a blank HTML page, and by the end of the book, have the skills needed to create a multiplayer online game with rich graphics, sound, animation, and more—even if you have no previous games development or server-side experience.