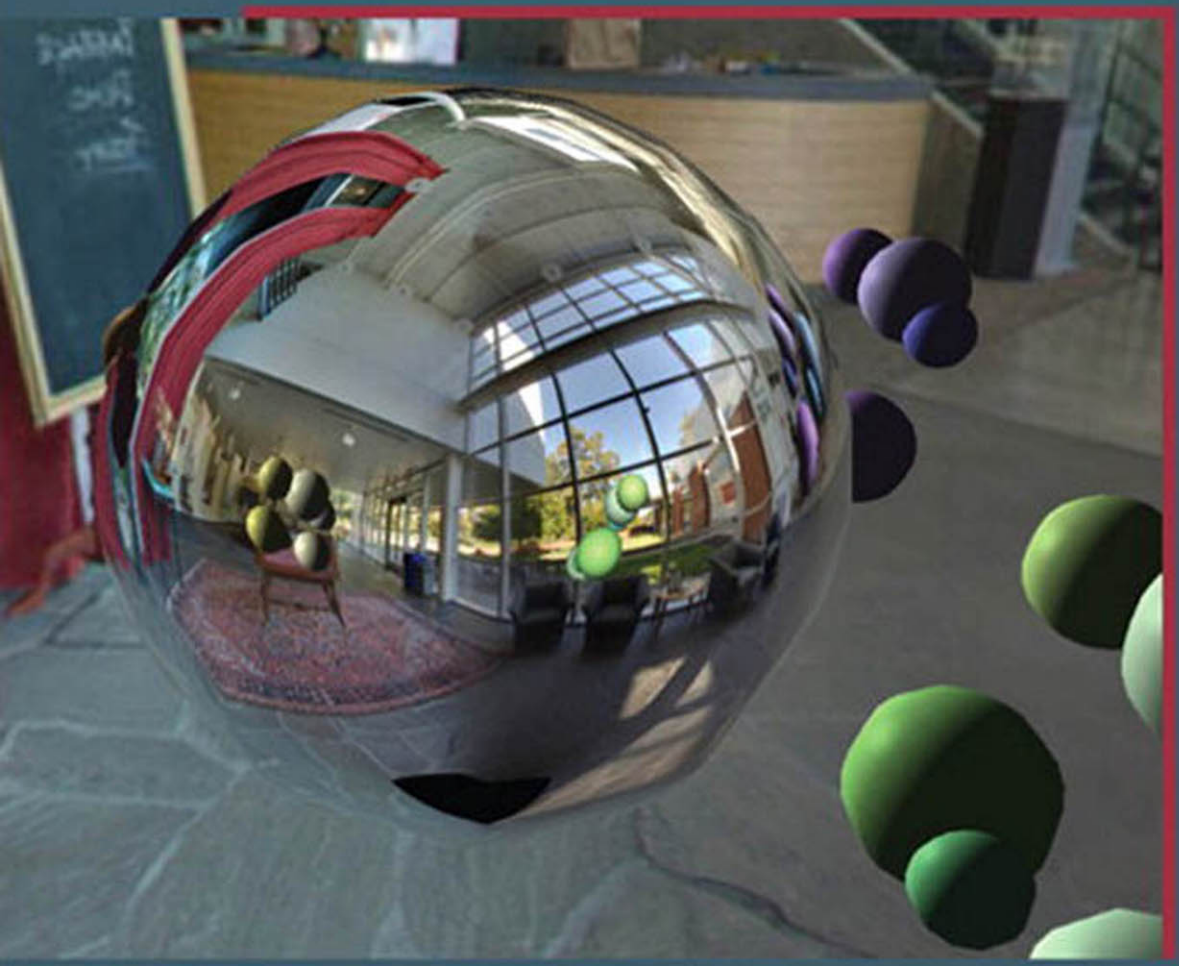
WebGL® Programming Guide

Interactive 3D Graphics Programming with WebGL



Kouichi Matsuda ▪ Rodger Lea

Praise for
WebGL Programming Guide

"WebGL provides one of the final features for creating applications that deliver 'the desktop application experience' in a web browser, and the *WebGL Programming Guide* leads the way in creating those applications. Its coverage of all aspects of using WebGL—JavaScript, OpenGL ES, and fundamental graphics techniques—delivers a thorough education on everything you need to get going. Web-based applications are the wave of the future, and this book will get you ahead of the curve!"

Dave Shreiner, Coauthor of *The OpenGL Programming Guide, Eighth Edition*; Series Editor, *OpenGL Library* (Addison Wesley)

"HTML5 is evolving the Web into a highly capable application platform supporting beautiful, engaging, and fully interactive applications that run portably across many diverse systems. WebGL is a vital part of HTML5, as it enables web programmers to access the full power and functionality of state-of-the-art 3D graphics acceleration. WebGL has been designed to run securely on any web-capable system and will unleash a new wave of developer innovation in connected 3D web-content, applications, and user interfaces. This book will enable web developers to fully understand this new wave of web functionality and leverage the exciting opportunities it creates."

Neil Trevett, Vice President Mobile Content, NVIDIA; President, The Khronos Group

"With clear explanations supported by beautiful 3D renderings, this book does wonders in transforming a complex topic into something approachable and appealing. Even without denying the sophistication of WebGL, it is an accessible resource that beginners should consider picking up before anything else."

Evan Burchard, Author, *Web Game Developer's Cookbook* (Addison Wesley)

"Both authors have a strong OpenGL background and transfer this knowledge nicely over to WebGL, resulting in an excellent guide for beginners as well as advanced readers."

Daniel Haehn, Research Software Developer, Boston Children's Hospital

"*WebGL Programming Guide* provides a straightforward and easy-to-follow look at the mechanics of building 3D applications for the Web without relying on bulky libraries or wrappers. A great resource for developers seeking an introduction to 3D development concepts mixed with cutting-edge web technology."

Brandon Jones, Software Engineer, Google

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