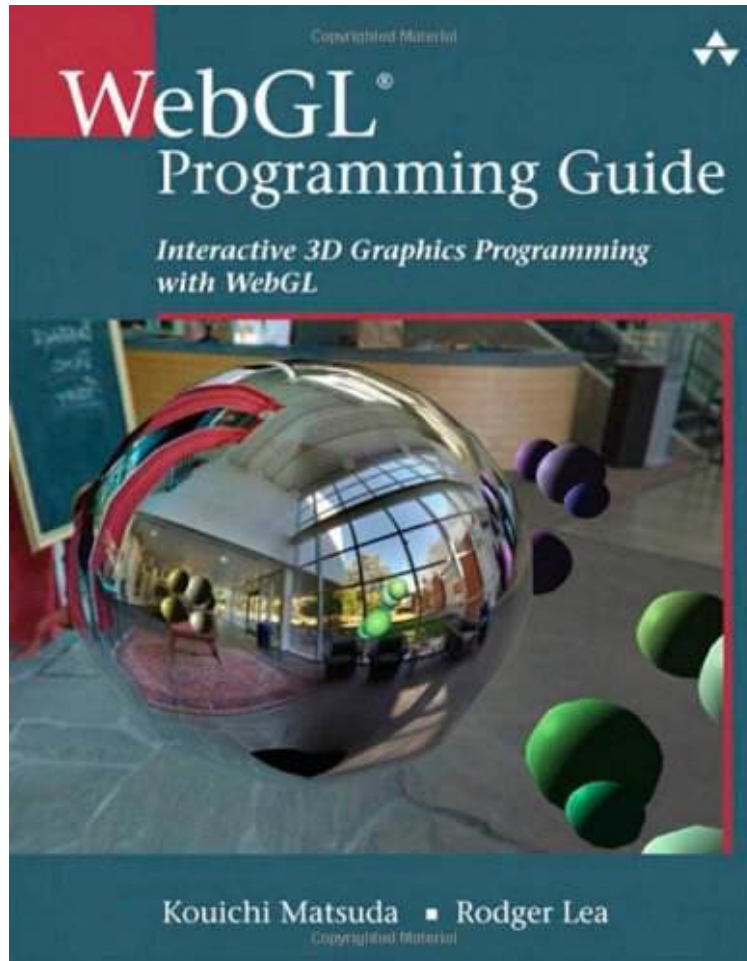


WebGL Programming Guide: Interactive 3D Graphics Programming with WebGL (OpenGL)

By Kouichi Matsuda, Rodger Lea



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explaining how the JavaScript world and the opengl world are brought together The book is thorough in explaining how to work in the WebGL framework I think developers or curiosity seekers not accustomed to typed languages like C C etc will have a little difficulty with some of the concepts and would recommend to th Using WebGL reg 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 About the Author Dr Kouichi Matsuda has a broad background in user interface and user experience design and its application to novel multimedia products His work has taken him from product development through research and back to development having s

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