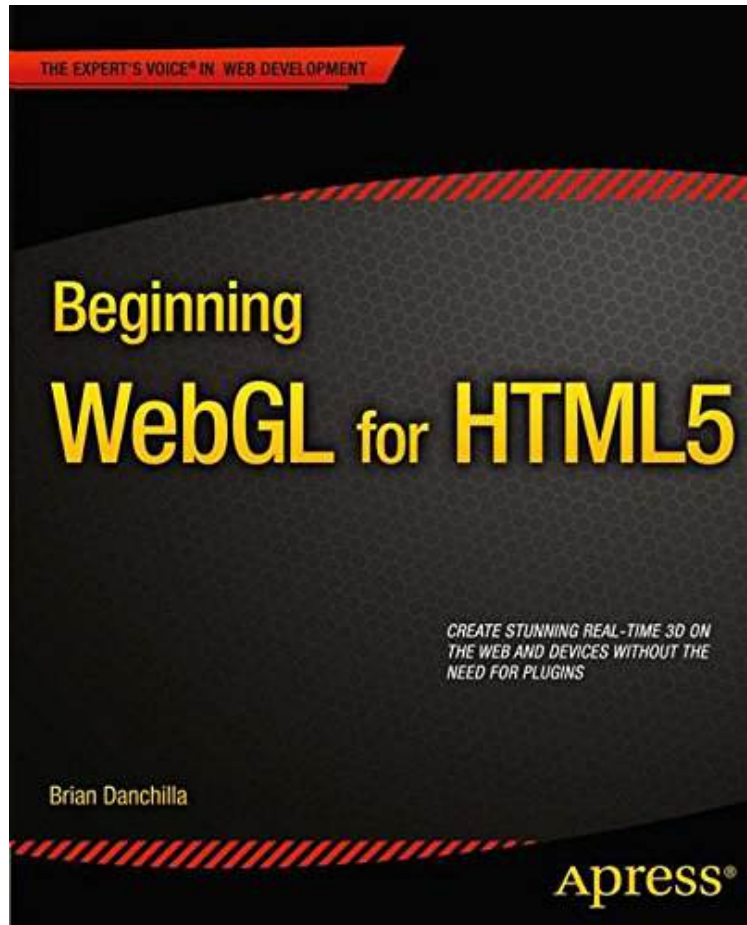


Beginning WebGL for HTML5 (Expert's Voice in Web Development)

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

By Brian Danchilla



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3 of 7 review helpful Disappointing By Robby Beau The typesetting is off throughout the book ex PhonI lluminationM odel heads a section on page 98 The examples I read appear to be largely based on http www learningwebgl com examples There are a couple of other WebGL texts which are more clear 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 nbsp You'll benefit from using About the Author Brian Danchilla is a freelance PHP and Java developer and author Danchilla is the coauthor of Pro PHP Programming a contributing author to HTML 5 Games Most Wanted and technical reviewer of HTML 5 Animation with JavaScript He has worked with

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