



Three.js Cookbook

By Jos Dirksen

[Download now](#)

[Read Online](#) 

Three.js Cookbook By Jos Dirksen

Over 80 shortcuts, solutions, and recipes that allow you to create the most stunning visualizations and 3D scenes using the Three.js library

About This Book

- Create visually stunning 3D graphics and animations directly in your browser, without the need for any plugins or needing to learn WebGL
- Add zest and beauty to your 3D scenes by using advanced materials, textures, and different light sources as part of these comprehensive and applicable recipes
- Learn how to use third-party libraries for advanced animation control and simulating real world physics

Who This Book Is For

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.

What You Will Learn

- Create a standard HTML skeleton and advanced features such as keyboard controls, drag and drop support, WebGL detection, and loading resources
- Build and transform Three.js geometries using simple properties and advanced matrix transformations
- Enhance the look of your scene using Three.js materials, texture maps, and dynamic textures
- Apply realistic lighting and shadows to the 3D objects you have created
- Animate particle systems created from scratch or from existing geometries
- Work with animations, advanced physics, and collision detection

In Detail

Modern browsers are becoming more powerful each year and in recent years have adopted WebGL as the standard to deliver 3D graphics in a browser. Beginning with some basic recipes to get you started, this book will guide you through the most important features that Three.js has to offer. You'll even learn how to quickly create new geometries from scratch. Solutions and methods that show you how to use HTML5 video and canvas as textures will follow on from this.

By the end of the book, you'll be able to quickly add advanced features to your scene, improve the way users interact with your 3D scene, and make your scenes look stunning.

 [Download Three.js Cookbook ...pdf](#)

 [Read Online Three.js Cookbook ...pdf](#)

Three.js Cookbook

By Jos Dirksen

Three.js Cookbook By Jos Dirksen

Over 80 shortcuts, solutions, and recipes that allow you to create the most stunning visualizations and 3D scenes using the Three.js library

About This Book

- Create visually stunning 3D graphics and animations directly in your browser, without the need for any plugins or needing to learn WebGL
- Add zest and beauty to your 3D scenes by using advanced materials, textures, and different light sources as part of these comprehensive and applicable recipes
- Learn how to use third-party libraries for advanced animation control and simulating real world physics

Who This Book Is For

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.

What You Will Learn

- Create a standard HTML skeleton and advanced features such as keyboard controls, drag and drop support, WebGL detection, and loading resources
- Build and transform Three.js geometries using simple properties and advanced matrix transformations
- Enhance the look of your scene using Three.js materials, texture maps, and dynamic textures
- Apply realistic lighting and shadows to the 3D objects you have created
- Animate particle systems created from scratch or from existing geometries
- Work with animations, advanced physics, and collision detection

In Detail

Modern browsers are becoming more powerful each year and in recent years have adopted WebGL as the standard to deliver 3D graphics in a browser. Beginning with some basic recipes to get you started, this book will guide you through the most important features that Three.js has to offer. You'll even learn how to quickly create new geometries from scratch. Solutions and methods that show you how to use HTML5 video and canvas as textures will follow on from this.

By the end of the book, you'll be able to quickly add advanced features to your scene, improve the way users interact with your 3D scene, and make your scenes look stunning.

Three.js Cookbook By Jos Dirksen Bibliography

- Sales Rank: #485718 in eBooks
- Published on: 2015-01-30
- Released on: 2015-01-30
- Format: Kindle eBook

 [Download Three.js Cookbook ...pdf](#)

 [Read Online Three.js Cookbook ...pdf](#)

Download and Read Free Online Three.js Cookbook By Jos Dirksen

Editorial Review

About the Author

Jos Dirksen

Jos Dirksen has worked as a software developer and an architect for more than a decade. He has a lot of experience in a large range of technologies that range from backend technologies, such as Java and Scala, to frontend development using HTML5, CSS, and JavaScript. Besides working with these technologies, Jos also regularly speaks at conferences and likes to write about new and interesting technologies on his blog. He also likes to experiment with new technologies and see how they can best be used to create beautiful data visualizations, the results of which you can see on his blog at <http://www.smartjava.org/>. He is currently working as an independent contractor for ING, a large Dutch financial institution, through his own company Smartjava. Previously, he worked as an enterprise architect for Malmberg, a large Dutch publisher of educational material. He helped to create the new digital platform for the creation and publication of educational content for primary, secondary, and vocational education. He has also worked in many different roles in the private and public sectors, ranging from private companies such as Philips and ASML to organizations in the public sector, such as the Department of Defense. He has also written two other books on Three.js: Learning Three.js, Packt Publishing, which provides an in-depth description of all the features Three.js provides, and Three.js Essentials, Packt Publishing, which shows you how to use the core features of Three.js through extensive examples. Besides his interest in frontend JavaScript and HTML5 technologies, he is also interested in backend service development using REST and traditional web service technologies. He has already written two books on this subject. He is the coauthor of the book Open Source ESBs in Action, Manning Publications and author of the book SOA Governance in Action, Manning Publications. This book is on how to apply SOA governance in a practical and pragmatic manner.

Users Review

From reader reviews:

Ray Davis:

The book Three.js Cookbook can give more knowledge and information about everything you want. Why then must we leave the great thing like a book Three.js Cookbook? Several of you have a different opinion about guide. But one aim this book can give many information for us. It is absolutely appropriate. Right now, try to closer along with your book. Knowledge or data that you take for that, you can give for each other; you could share all of these. Book Three.js Cookbook has simple shape nevertheless, you know: it has great and massive function for you. You can appearance the enormous world by open and read a publication. So it is very wonderful.

Florence Taylor:

Playing with family inside a park, coming to see the ocean world or hanging out with pals is thing that usually you could have done when you have spare time, then why you don't try matter that really opposite from that. A single activity that make you not feeling tired but still relaxing, trilling like on roller coaster you

already been ride on and with addition details. Even you love Three.js Cookbook, you may enjoy both. It is great combination right, you still want to miss it? What kind of hang-out type is it? Oh seriously its mind hangout men. What? Still don't have it, oh come on its referred to as reading friends.

Lynda Alford:

Do you have something that you prefer such as book? The reserve lovers usually prefer to decide on book like comic, limited story and the biggest one is novel. Now, why not trying Three.js Cookbook that give your entertainment preference will be satisfied by reading this book. Reading habit all over the world can be said as the means for people to know world better then how they react when it comes to the world. It can't be said constantly that reading practice only for the geeky man or woman but for all of you who wants to end up being success person. So , for all you who want to start studying as your good habit, you can pick Three.js Cookbook become your current starter.

Tommy Wright:

As a university student exactly feel bored to reading. If their teacher questioned them to go to the library as well as to make summary for some guide, they are complained. Just small students that has reading's spirit or real their hobby. They just do what the teacher want, like asked to go to the library. They go to presently there but nothing reading significantly. Any students feel that looking at is not important, boring as well as can't see colorful pictures on there. Yeah, it is to become complicated. Book is very important for you personally. As we know that on this era, many ways to get whatever we really wish for. Likewise word says, many ways to reach Chinese's country. Therefore this Three.js Cookbook can make you sense more interested to read.

**Download and Read Online Three.js Cookbook By Jos Dirksen
#4AB3OX91ZIC**

Read Three.js Cookbook By Jos Dirksen for online ebook

Three.js Cookbook By Jos Dirksen Free PDF d0wnl0ad, audio books, books to read, good books to read, cheap books, good books, online books, books online, book reviews epub, read books online, books to read online, online library, greatbooks to read, PDF best books to read, top books to read Three.js Cookbook By Jos Dirksen books to read online.

Online Three.js Cookbook By Jos Dirksen ebook PDF download

Three.js Cookbook By Jos Dirksen Doc

Three.js Cookbook By Jos Dirksen Mobipocket

Three.js Cookbook By Jos Dirksen EPub

4AB3OX91ZIC: Three.js Cookbook By Jos Dirksen