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Dirksen Published On
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"Learning Three.js: The
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help you to master all the

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"Learning Three.js: The JavaScript 3D Library for WebGL" is a practical, example-rich book that will help you to master all the features of Three.js. With this book, you'll learn how to create and animate gorgeous looking 3D scenes directly in your browser utilizing the full potential of WebGL and modern browsers without having to learn WebGL. "Learning Three.js:

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Three.js makes creating 3D
computer graphics on a web
browser a piece of
proverbial cake, and this
practical tutorial makes it
easier still. All you need
to know is basic JavaScript
and HTML. Learning Three.js:
The JavaScript 3D Library
for WebGL

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"Learning Three.js: The
JavaScript 3D Library for
WebGL" is comprehensive, and
deals not only with the most
of Three.js, but also with

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some related tools and libraries (like Physijs). It contains many colorful illustrations (at least in e-book editions, can't say for printed version though) which is quite important given the visual nature of the subject. The publisher gave me a review copy of the book.

Learning Three.js: The JavaScript 3D Library for WebGL by ...

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show you how to create or load models from externally created models and realistic-looking 3D objects using materials and textures.

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The following list shows some of the things that are very easy to do with Three.js: Creating simple and complex 3D geometries Creating Virtual Reality (VR) and Augmented Reality (AR) scenes Animating and moving objects through a 3D scene Applying textures and materials to your objects Making use ...

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“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.

Learning Three.js: The JavaScript 3D Library for WebGL ...

Three.js is a JavaScript 3D library that offers a wide

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range of features for
creating and displaying
stunning 3D computer
graphics on a web browser in
an intuitive manner using
JavaScript without having to
deal with the complexity of
a WebGL low-level API. Even
though WebGL makes it
possible to create 3D
graphics in the browser
without having to use
plugins, programming WebGL,
however, is hard ...

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Bonus: Machine Learning in
Javascript. An excellent
series of blog posts by
Burak Kanber that goes over

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some of the machine learning fundamentals. The tutorials are well written, clear, and targeted specifically towards JavaScript developers. A great resource if you want to understand machine learning more in depth. Conclusion

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