Learning Three.js – the JavaScript 3D Library for WebGL

Second Edition

Create stunning 3D graphics in your browser using the Three.js JavaScript library

Jos Dirksen

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Learning Three Js The Javascript 3d Library For Webgl:

Learning Three.js – the JavaScript 3D Library for WebGL - Second Edition Jos Dirksen,2015-03-31 If you know JavaScript and want to start creating 3D graphics that run in any browser this book is a great choice for you You don t need to know anything about math or WebGL all that you need is general knowledge of JavaScript and HTML *Learning Three.js* Jos Dirksen,2013 Learning Three.js Jos Dirksen,2015 If you know JavaScript and want to start creating 3D graphics that run in any browser this book is a great choice for you You don t need to know anything about math or WebGL all that you need is general knowledge of JavaScript and HTML **Learn Three.js** Jos Dirksen,2018-08-31 Create and animate stunning 3D browser based graphics with Three js JavaScript library Key Features Enhance your 3D graphics with light sources shadows advanced materials and textures Load models from external sources and visualize and animate them directly from JavaScript Create your own custom WebGL shader and explore the postprocessing feature of Three js Book Description WebGL makes it possible to create 3D graphics in the browser without having to use plugins such as Flash and Java Programming WebGL however is difficult and complex With Three js it is possible to create stunning 3D graphics in an intuitive manner using JavaScript without having to learn WebGL With this book you ll learn how to create and animate beautiful looking 3D scenes directly in your browser utilizing the full potential of WebGL and modern browsers It starts with the basic concepts and building blocks used in Three js From there on it will expand on these subjects using extensive examples and code samples You will learn to create or load from externally created models realistic looking 3D objects using materials and textures You ll find out how to easily control the camera using the Three js built in in camera controls which will enable you to fly or walk around the 3D scene you created You will then use the HTML5 video and canvas elements as a material for your 3D objects and to animate your models Finally you will learn to use morph and skeleton based animation and even how to add physics such as gravity and collision detection to your scene After reading this book you ll know everything that is required to create 3D animated graphics using Three js What you will learn Work with the different types of materials in Three js and see how they interact with your 3D objects and the rest of the environment Implement the different camera controls provided by Three js to effortlessly navigate around your 3D scene Work with vertices directly to create snow rain and galaxy like effects Import and animate models from external formats such as OBJ STL and COLLADA Create and run animations using morph targets and bones animations Explore advanced textures on materials to create realistic looking 3D objects by using bump maps normal maps specular maps and light maps Interact directly with WebGL by creating custom vertex and fragment shaders Who this book is for The ideal target audience for this book would be JavaScript developers who who want to learn how to use the Three js library **Three.js Cookbook** Jos Dirksen,2015-01-30 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 **Moodle 3.x Developer's Guide** Ian Wild,2017-06-29 Effortlessly ensure your application s code quality from day 1 About This Book Customize your Moodle 3 x app Leverage the new features of Moodle 3 x by diving deep into the Moodle development eco system Cater to heavy user traffic customize learning requirements and create custom third party plugins Who This Book Is For This book is for Moodle developers who are familiar with the basic Moodle functionality and have an understanding of the types of scenarios in which the Moodle platform can be usefully employed You must have medium level PHP programming knowledge You should be familiar with HTML and XML protocols You do not need to have prior knowledge of Moodle specific terminology What You Will Learn Work with the different types of custom modules that can be written for Moodle 3 x Understand how to author custom modules so they conform to the agreed Moodle 3 x development guidelines Get familiar with the Moodle 3 x architecture its internal and external APIs Customize Moodle 3 x so it can integrate seamlessly with third party applications of any kind Build a new course format to specify the layout of a course Implement third party graphics libraries in your plugins Build plugins that can be themed easily Provide custom APIs that will provide the means to automate Moodle 3 in real time In Detail The new and revamped Moodle is the top choice for developers to create cutting edge e learning apps that cater to different user s segments and are visually appealing as well This book explains how the Moodle 3 x platform provides a framework that allows developers to create a customized e learning solution It begins with an exploration of the different types of plugin We then continue with an investigation of creating new courses You will create a custom plugin that pulls in resources from a third party repository Then you ll learn how users can be assigned to courses and granted the necessary permissions Furthermore you will develop a custom user home At the end of the book we ll discuss the Web Services API to fully automate Moodle 3 x in real time Style and approach This book takes a step by step practical approach with every step explained in great detail using practical examples You will create custom plugins from scratch with the examples shown and create new modules as well as extensions with the examples presented *Learn Three.js* Jos Dirksen,2023-02-17 Become a creative JavaScript professional by creating and animating stunning 3D browser based graphics with Three js from beginning to end Purchase of the print or Kindle book includes a free eBook in PDF format Key Features Enhance your 3D graphics with light sources shadows advanced materials and textures Load models from external sources visualize and animate them directly using JavaScript Create your own custom WebGL shader explore Three js postprocessing feature and learn how to integrate with Blender React and Typescript Book DescriptionThree js has become the industry standard for creating stunning 3D WebGL content In this edition you ll learn about all the features of Three js and understand how to integrate it with the newest physics engines You ll also develop a strong grip on creating and animating immersive 3D scenes directly in your browser reaping the full potential of WebGL and modern browsers The book starts with the basic concepts and building blocks used in Three js and helps you

explore these essential topics in detail through extensive examples and code samples You ll learn how to create realistic looking 3D objects using textures and materials and how to load existing models from an external source Next you ll understand how to control the camera using the Three js built in camera controls which will enable you to fly or walk around the 3D scene you ve created Later chapters will cover the use of HTML5 video and canvas elements as materials for your 3D objects to animate your models You ll learn how to use morph targets and skeleton based animation before understanding how to add physics such as gravity and collision detection to your scene Finally you ll master combining Blender with Three js and creating VR and AR scenes By the end of this book you ll be well equipped to create 3D animated graphics using Three js What you will learn Implement the different camera controls provided by Three js to navigate your 3D scene Discover working with vertices directly to create snow rain and galaxy like effects Import and animate models from external formats such as glTF OBJ STL and COLLADA Design and run animations using morph targets and bone based animation Create realistic looking 3D objects using advanced textures on materials Interact directly with WebGL by creating custom vertex and fragment shaders Make scenes using the Rapier physics engine and integrate Three js with VR and AR Who this book is for This book is for JavaScript developers looking to learn the use of Three js library   Learn Three.js - Third Edition Jos Dirksen,2018 Create and animate stunning 3D browser based graphics with Three js JavaScript library Key Features Enhance your 3D graphics with light sources shadows advanced materials and textures Load models from external sources and visualize and animate them directly from JavaScript Create your own custom WebGL shader and explore the postprocessing feature of Three js Book Description WebGL makes it possible to create 3D graphics in the browser without having to use plugins such as Flash and Java Programming WebGL however is difficult and complex With Three js it is possible to create stunning 3D graphics in an intuitive manner using JavaScript without having to learn WebGL With this book you ll learn how to create and animate beautiful looking 3D scenes directly in your browser utilizing the full potential of WebGL and modern browsers It starts with the basic concepts and building blocks used in Three js From there on it will expand on these subjects using extensive examples and code samples You will learn to create or load from externally created models realistic looking 3D objects using materials and textures You ll find out how to easily control the camera using the Three js built in in camera controls which will enable you to fly or walk around the 3D scene you created You will then use the HTML5 video and canvas elements as a material for your 3D objects and to animate your models Finally you will learn to use morph and skeleton based animation and even how to add physics such as gravity and collision detection to your scene After reading this book you ll know everything that is required to create 3D animated graphics using Three js What you will learn Work with the different types of materials in Three js and see how they interact with your 3D objects and the rest of the environment Implement the different camera controls provided by Three js to effortlessly navigate around your 3D scene Work with vertices directly to create snow rain and galaxy like effects Import and animate models from external formats such

as OBJ STL and COLLADA Create and run animations using morph targets and bones animations Explore advanced textures on materials to create realistic looking 3D objects by using bump maps normal maps specular maps and light maps Interact directly with WebGL by creating custom vertex and fragment shaders Who this book is for The ideal target audience for this book would be JavaScript developers who who wa **Three.js** JD Gauchat,2018-01-02 Learn how to create web applications and video games in 3D with the Three js library After reading this guide you will know how to define a 3D world how to incorporate textures and models and how to create 3D animations and video games Table of Contents THREE JS Renderer Scene Camera Meshes Geometric Primitives Materials Implementation Transformations Lights Textures UV Mapping Canvas Textures Video Textures 3D Models 3D Animations QUICK REFERENCE Renderer Cameras Geometries Materials Transformations Lights Textures This guide assumes that you have a basic knowledge of HTML CSS and JavaScript and you know how to create files and upload them to a server If you don t know how to program in HTML CSS or JavaScript you can download our guides Introduction to HTML Introduction to CSS and Introduction to JavaScript For a complete course on web development read our book HTML5 for Masterminds This guide is a collection of excerpts from the book HTML5 for Masterminds The information included in this guide will help you understand a particular aspect of web development but it will not teach you everything you need to know to develop a website or a web application If you need a complete course on web development read our book HTML5 for Masterminds For more information visit our website at www formasterminds com Hands-on Three.js 3D Web Visualisations Nik Lever,2019 Create stunning visualizations and 3D scenes using the Three js library About This Video Learn to use the most popular WebGL library to display amazing 3D effects in any modern browser The course takes you step by step from creating simple shapes to complex geometry lighting and animation Gives you a deep understanding of the library to prepare you for developing your own content In Detail Three js is the most popular JavaScript library for displaying 3D content on the web giving you the power to display incredible models games music videos and scientific data visualizations in your browser and even on your smartphone This course begins with a 3D beginner level primer to 3D concepts and some basic examples to get you started with the most important features that Three js has to offer You ll learn how to quickly create a scene camera and renderer and how to add meshes using the Geometry primitives included with the library You ll explore troubleshooting steps that will focus on some of the common pitfalls developers face You ll learn the very sophisticated animation system included with the library The course concludes by introducing post processing essentially adding filters to your rendered scene and GLSL the shading language that is used by all materials included with the library You ll see how creating your materials is easier than you d imagine using GLSL By the end of this course you ll be able to quickly add advanced features to your 3D scenes improve the way users interact with them and make them look stunning Mastering Three.js Frahaan Hussain,Kameron Hussain,2023-12-09 Mastering Three js A Journey Through 3D Web Development is an essential guide for any web developer or designer looking to incorporate 3D graphics

into their websites and applications This comprehensive book dives deep into the capabilities of Three js a powerful JavaScript library that enables the creation of stunning 3D graphics in a web browser using WebGL The journey begins with an introduction to the fundamental concepts of 3D web graphics and a detailed overview of Three js Readers will learn about the library s architecture including its core components like scenes cameras renderers and geometries The book then advances to more complex topics such as creating and manipulating 3D objects lighting and shadows ensuring a solid foundation in Three js fundamentals As the book progresses readers will discover the exciting world of animations interactivity and visual effects in Three js Techniques for optimizing performance and creating realistic environments are discussed providing insights into professional practices in 3D web development The book also explores advanced topics like virtual and augmented reality integrating Three js with other web technologies and building cross platform 3D applications Practical examples and hands on projects are included in each chapter allowing readers to apply their learning in real world scenarios Mastering Three js A Journey Through 3D Web Development is not just a technical guide it s a creative journey that empowers readers to bring their 3D visions to life Whether you re a beginner in web development interested in 3D graphics or an experienced developer seeking to expand your skillset this book is an indispensable resource With its detailed explanations practical examples and a focus on modern web technologies this book is an invaluable tool for mastering the art of 3D web development with Three js   *Three. Js Essentials* Jos Dirksen,2014-11-12 Create and animate beautiful 3D graphics with this fast paced tutorial Overview Acquire thorough knowledge of the essential features of Three js explained using comprehensive examples Animate HTML5 elements directly from Three js using the CSS3 3D renderer Visualize information such as sound and open data in beautiful 3D In Detail Create beautiful visualizations and 3D scenes using Three js with this practical example rich book Learn all the core concepts of Three js and whether you are targeting mobile devices or desktop browsers you will gain the necessary skills to build a 3D application and improve web performance From setting up a development environment and creating your first Three js scene you will quickly dive into more complex scene making Discover a variety of possible scenes from how to make a rotating planet with data overlay to mini games Through these examples you will be shown an array of skills from using materials controls and lighting to creating particle systems and geometries from scratch By the end of this book you ll be able to effectively and confidently create 3D scenes using different lights and materials create visualizations using particle systems animate web pages and incorporate Blender in your 3D workflow What you will learn from this book Create standard skeletons and animation loops for Three js projects that support WebGL and CSS3 3D Use textures and materials to their fullest to enhance rendering of an object Apply different types of lighting using the different light sources available Animate geometries particle systems and HTML5 elements with Three js and Tween js Create procedural and random geometries from scratch Load geometries from external sources and work with Blender as a 3D modeling tool Work with particle systems for advanced visualizations Approach This book is an easy to follow

guide that shows the essential parts of Three js through a set of extensive examples Through the explanation of these examples you ll learn everything you need to know about Three js Who this book is written for If you already know JavaScript and want to quickly learn the essentials of Three js this book is for you No prior knowledge of Three js WebGL 3D modeling or Math is required   **Programming 3D Applications with HTML5 and WebGL** Tony Parisi,2014-02-13 Create high performance visually stunning 3D applications for the Web using HTML5 and related technologies such as CSS3 and WebGL the emerging web graphics standard With this book you ll learn how to use the tools frameworks and libraries for building 3D models and animations mind blowing visual effects and advanced user interaction in both desktop and mobile browsers In two parts Foundations and Application Development Techniques author Tony Parisi provides a thorough grounding in theory and practice for designing everything from a simple 3D product viewer to immersive games and interactive training systems Ideal for developers with Javascript and HTML experience Explore HTML5 APIs and related technologies for creating 3D web graphics including WebGL Canvas and CSS Work with the popular JavaScript 3D rendering and animation libraries Three js and Tween js Delve into the 3D content creation pipeline and the modeling and animation tools for creating killer 3D content Look into several game engines and frameworks for building 3D applications including the author s Vizi framework Create 3D environments with multiple objects and complex interaction using examples and supporting code Examine the issues involved in building WebGL based 3D applications for mobile browsers   **Learning 3D Graphics on the Web with Three.js** ,2017 Learn to use the three js JavaScript library to create 3D graphics for the web   **WebGL: Up and Running** Tony Parisi,2012-08-15 Presents an introduction to WebGL development and production concepts to create full 3D applications   **Game Development with Three.js** Isaac Sukin,2013-10-24 A step by step example based guide to building immersive 3D games on the Web using the Three js graphics library This book is for people interested in programming 3D games for the Web Readers are expected to have basic knowledge of JavaScript syntax and a basic understanding of HTML and CSS This book will be useful regardless of prior experience with game programming whether you intend to build casual side projects or large scale professional titles   **How to Design 3D Games with Web Technology - Book 01** Jordi Josa,2017-02-07 Over the year s web browsers have been incorporating new technologies changing from simple page viewers with plain text and some images to platforms that allow us to create three dimensional games The revolution began with improved CSS styles and continued with the addition of relational and documental databases and the ability to create applications that work in offline mode without internet connection Progress continued with the incorporation of audiovisual technologies the possibility of watching movies native audio management including speech recognition and speech synthesis for reading texts Finally the incorporation of 3D technology WebGL with hardware acceleration motion detection and virtual reality technology have meant that the WEB programming is as every bit as good as other platforms and traditional languages Therefore I decided to start a collection of books that allows us to explore these developments and become true experts To distinguish

the collection from other books on the market I ve focused on teaching how to perform a role playing game in first person merely as an excuse to gradually introduce WEB technologies What does the first book of the collection cover The book is aimed at those who want to explore how to create 3D animation either to add visual elements to their web pages as well as those who want to try their luck in game design In it we ll learn how to Use the Three js library to create and animate a basic scene To prepare the development environment and solve the main problems we encounter To use geometries and materials offered by the default library To create advanced textures and transparencies To illuminate the scene and create shadows To load objects made with third party platforms and animate them using different techniques To use the keyboard mouse and even body movement to control the camera Finally we ll create our first game location A beautiful medieval village with its castle and cemetery full of villagers walking about and doing daily chores and a thick forest full of dangerous monsters What is the game like The game spans from the creation of 3D scenes to the management of music and sound effects artificial intelligence character animation and monsters saving the current game subsequently recovering it and finally packaging What prior knowledge is needed This book is suitable for anyone with basic knowledge of JavaScript and HTML No knowledge of advanced mathematics or WebGL are needed   3D Web Development with Three.js and Next.js Andrei Tazetdinov,2025-07-22 DESCRIPTION Three js and Next js are revolutionizing how we build interactive web experiences especially for industrial and multipurpose applications This book unlocks their combined power showing you how to create immersive 3D visualizations and dynamic web solutions that drive efficiency and innovation in various sectors Beginning with the evolution and capabilities of 3D web development this book covers the foundational tools setting up your environment for Three js Next js AWS Amplify Storybook and Tailwind CSS It then explores Three js fundamentals covering geometries materials lighting cameras textures user interactions and animations to create dynamic 3D scenes The book then seamlessly integrates Three js with Next js teaching data management state handling and advanced interaction patterns Crucially you will learn vital optimization techniques and leverage AWS Amplify for secure hosting user authentication data storage and real time functionalities The final sections guide you in establishing a consistent UI design system with Storybook culminating in a complete practical application Upon completing this book you will possess a strong command of cutting edge web and 3D technologies enabling you to confidently design build and deploy sophisticated industrial and multipurpose web applications with immersive 3D experiences WHAT YOU WILL LEARN Build 3D apps with Three js and Next js and deploy scalable apps using AWS Amplify services Secure 3D apps with Amplify Auth and real time data Optimize 3D web application performance for diverse devices and browsers Integrate Three js seamlessly into Next js for structured high performance web apps Design and build consistent UI systems using Storybook and Tailwind CSS Develop interactive industrial visualizations with real time data and 3D models WHO THIS BOOK IS FOR This book is for aspiring front end developers full stack developers and 3D web developers with foundational knowledge in JavaScript and React While we will

cover 3D essentials a basic understanding will certainly aid your journey into building sophisticated industrial and multipurpose applications TABLE OF CONTENTS 1 Industrial Application Evolution 2 Capabilities of Web Development for Industrial and Multi purpose 3 Introduction to Tools 4 Setting up All Tools for Quickstart of Development 5 Introduction to 3D Development 6 Getting Started with Three js 7 Geometries and Materials 8 Lights and Shadows 9 Camera and Perspective 10 Textures and Mapping 11 Interaction and User Input 12 Animation and Particle Systems 13 Introduction to Next js and Three js Integration 14 Next js Fundamentals 15 Data Management and State in Next js 16 User Interactions and Controls 17 Optimization and Performance Consideration 18 Introduction to AWS Amplify 19 Host Web Application with AWS Amplify 20 User Authentication with AWS Amplify 21 Data Storage and Management in AWS Amplify 22 Real time Functionality with AWS Amplify 23 Creating the UI Design System with Storybook 24 Final Requirements and Recommendations   **Programming 3D Applications with HTML5 and WebGL** Tony Parisi,2014 Create high performance visually stunning 3D applications for the Web using HTML5 and related technologies such as CSS3 and WebGL u2014 the emerging web graphics standard With this book you u2019 ll learn how to use the tools frameworks and libraries for building 3D models and animations mind blowing visual effects and advanced user interaction in both desktop and mobile browsers In two parts u2014 Foundations and Application Development Techniques u2014 author Tony Parisi provides a thorough grounding in theory and practice for designing everything from a simple 3D product viewer to immersive games and interactive training systems Ideal for developers with Javascript and HTML experience Explore HTML5 APIs and related technologies for creating 3D web graphics including WebGL Canvas and CSS Work with the popular JavaScript 3D rendering and animation libraries Three js and Tween js Delve into the 3D content creation pipeline and the modeling and animation tools for creating killer 3D content Look into several game engines and frameworks for building 3D applications including the author u2019 s Vizi framework Create 3D environments with multiple objects and complex interaction using examples and supporting code Examine the issues involved in building WebGL based 3D applications for mobile browsers   **Three.js kai fa zhi nan** 郭隆邦,2017 Three js

Learning Three Js The Javascript 3d Library For Webgl Book Review: Unveiling the Magic of Language

In a digital era where connections and knowledge reign supreme, the enchanting power of language has be much more apparent than ever. Its ability to stir emotions, provoke thought, and instigate transformation is actually remarkable. This extraordinary book, aptly titled "**Learning Three Js The Javascript 3d Library For Webgl**," written by a very acclaimed author, immerses readers in a captivating exploration of the significance of language and its profound effect on our existence. Throughout this critique, we will delve into the book is central themes, evaluate its unique writing style, and assess its overall influence on its readership.

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