



# Learning Three.js: The JavaScript 3D Library for WebGL - Second Edition

By Jos Dirksen

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## Learning Three.js: The JavaScript 3D Library for WebGL - Second Edition

By Jos Dirksen

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

### About This Book

- 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
- Each subject is explained using extensive examples that you can use directly and adapt for your own purposes

### Who This Book Is For

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.

### What You Will Learn

- Use the different geometries that are provided by Three.js
- Apply realistic lighting and shadows to the 3D objects you have created
- Use the different camera controls provided by Three.js to effortlessly navigate around your 3D scene
- Make use of advanced textures on materials to create realistic-looking 3D objects by using bump maps, normal maps, specular maps, and light maps
- Import and animate models from external formats, such as OBJ, STL, Collada, and many more
- Create and run animations using morph targets and bone animations
- Explore the Physijs JavaScript library to apply physics to your 3D objects
- Interact directly with WebGL by creating custom vertex and fragment shaders

## In Detail

Modern browsers support WebGL, which makes it possible to create 3D graphics in a browser without having to use plugins such as Flash and Java. Programming WebGL, however, is difficult, complex, and very difficult to debug. With Three.js, it is possible to create stunning 3D graphics in an intuitive manner using JavaScript, without the need to know the details of WebGL.

Learning Three.js – the JavaScript 3D Library for WebGL, Second Edition, is a practical, example-rich book that will help you learn about all the features of Three.js. This book will show you how to create or load models from externally created models and realistic-looking 3D objects using materials and textures. You'll also learn how to use the HTML5 video and canvas elements as a material for your 3D objects, different ways of animating your models, skeleton-based animation, and how to add physics such as gravity and collision detection to your scene. By the end of the book, you'll know everything that is required to create 3D animated graphics that run in any browser using Three.js.

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### **Editorial Review**

About the Author

#### **Jos Dirksen**

Jos Dirksen has worked as a software developer and architect for more than a decade. He has a lot of experience in a wide range of technologies, ranging 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 be best used to create beautiful data visualizations, the results of which you can see on his blog at <http://www.smartjava.org/>. Jos is currently working as a consultant for a large Dutch financial institution and has just finished a function as an enterprise architect for Malmberg, a large Dutch publisher of educational material. There, he helped to create a new digital platform for the creation and publishing of educational content for primary, secondary, and vocational education. Previously, Jos 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. Jos has also written two other books on Three.js?Three.js Essentials, which uses an example-based approach to explore the most important feature of Three.js, and Three.js Cookbook, which provides a recipe-based approach to cover important use cases of Three.js. Besides his interest in frontend JavaScript and HTML5 technologies, he is also interested in backend service development using REST and traditional web services.

### **Users Review**

#### **From reader reviews:**

##### **Fredrick Alfred:**

This book untitled Learning Three.js: The JavaScript 3D Library for WebGL - Second Edition to be one of several books this best seller in this year, honestly, that is because when you read this e-book you can get a lot of benefit on it. You will easily to buy this specific book in the book retail outlet or you can order it by using online. The publisher of the book sells the e-book too. It makes you quickly to read this book, since you can read this book in your Cell phone. So there is no reason for your requirements to past this reserve from your list.

##### **Lily Spivey:**

The book Learning Three.js: The JavaScript 3D Library for WebGL - Second Edition has a lot of knowledge on it. So when you make sure to read this book you can get a lot of help. The book was published by the very famous author. The writer makes some research ahead of write this book. This particular book very easy to read you can get the point easily after looking over this book.

**Gregory Eubanks:**

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