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Three.js Essentials

Create and animate beautiful 3D graphics with this fast-paced tutorial

Jos Dirksen

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Three.Js Essentials Jos Dirksen, 2014-07-10 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 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 modelling or Maths is required

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

[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

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 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

Blender Cycles: Materials and Textures Cookbook - Third Edition Enrico Valenza, 2015-02-26 This book is aimed at those familiar with the basics of Blender looking to delve into the depths of the Cycles rendering engine to create an array of breath taking materials and textures

Expert Data Visualization Jos Dirksen, 2017-04-24 Breathe life into your data by learning how to use D3.js V4 to visualize information About This Book Create complex visualizations powered by D3.js and open data Provides an extensive set of visualizations that explore all the functionality provided by D3.js V4 Shows how to set up an easy to use environment to create stunning visualizations Who This Book Is For The typical target audience of this book is JavaScript developers designers and visual artists who have some basic JavaScript programming knowledge and who now want to master pro level techniques to create interactive data visualizations using web standards which work on desktop as well as mobile devices What You Will Learn Learn how D3.js works to declaratively define visualizations Create charts from scratch by using SVG and the D3.js APIs See how to prepare data for easy visualization using D3.js Visualize hierarchical data using chart types provided by D3.js Explore the different options provided by D3.js to visualize linked data such as graphs Spice up your visualizations by adding interactivity and animations Learn how to use D3.js to visualize and interact with Geo and GIS related information sources Create visualization by streaming data over WebSockets In Detail Do you want to make sense of your data Do you want to create interactive charts data trees info graphics geospatial charts and maps efficiently This book is your ideal choice to master interactive data visualization with D3.js V4 The book includes a number of extensive examples that to help you hone your skills with data visualization Throughout nine chapters these examples will help you acquire a clear practical understanding of the various techniques tools and functionality provided by D3.js You will first setup your D3.js development environment and learn the basic patterns needed to visualize your data After that you will learn techniques to optimize different processes such as working with selections animating data transitions creating graphs and charts integrating external resources static as well as streaming visualizing information on maps working with colors and scales utilizing the different D3.js APIs and much more The book will also guide you through creating custom graphs and visualizations and show you how to go from the raw data to beautiful visualizations The extensive examples will include working with complex and realtime data streams such as seismic data geospatial data scientific data and more Towards the end of the book you will learn to add more functionality on top of D3.js by using it with other external libraries and integrating it with ECMAScript 6 and TypeScript Style and approach This book will have a real world case study approach where you will be given data sets from different domains These data sets will have different visualization goals some might need 2D or 3D charts some might need automated workflows others might require interactive maps While you fulfill these goals you will learn different techniques and best practices which will enable you to perform data

visualization tasks on your own **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 [Learning Three.js](#) Jos Dirksen,2013 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 The book assumes some knowledge of javascript but you don t need any knowledge of Three js itself to follow the book **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 **Expert Data Visualization** Jos Dirksen,2017-04-24 Breathe life into your data by learning how to use D3 js V4 to visualize informationAbout This Book Create complex visualizations powered by D3 js and open data Provides an extensive set of

visualizations that explore all the functionality provided by D3.js V4 Shows how to set up an easy to use environment to create stunning visualizations Who This Book Is For The typical target audience of this book is JavaScript developers designers and visual artists who have some basic JavaScript programming knowledge and who now want to master pro level techniques to create interactive data visualizations using web standards which work on desktop as well as mobile devices What You Will Learn Learn how D3.js works to declaratively define visualizations Create charts from scratch by using SVG and the D3.js APIs See how to prepare data for easy visualization using D3.js Visualize hierarchical data using chart types provided by D3.js Explore the different options provided by D3.js to visualize linked data such as graphs Spice up your visualizations by adding interactivity and animations Learn how to use D3.js to visualize and interact with Geo and GIS related information sources Create visualization by streaming data over WebSockets In Detail Do you want to make sense of your data Do you want to create interactive charts data trees info graphics geospatial charts and maps efficiently This book is your ideal choice to master interactive data visualization with D3.js V4 The book includes a number of extensive examples that to help you hone your skills with data visualization Throughout nine chapters these examples will help you acquire a clear practical understanding of the various techniques tools and functionality provided by D3.js You will first setup your D3.js development environment and learn the basic patterns needed to visualize your data After that you will learn techniques to optimize different processes such as working with selections animating data transitions creating graphs and charts integrating external resources static as well as streaming visualizing information on maps working with colors and scales utilizing the different D3.js APIs and much more The book will also guide you through creating custom graphs and visualizations and show you how to go from the raw data to beautiful visualizations The extensive examples will include working with complex and realtime data streams such as seismic data geospatial data scientific data and more Towards the end of the book you will learn to add more functionality on top of D3.js by using it with other external libraries and integrating it with EcmaScript 6 and TypeScript Style and approach This book will have a real world case study approach where you will be given data sets from different domains These data sets will have different visualization goals some might need 2D or 3D charts some might need automated workflows others might require interactive maps While you fulfill these goals you will learn different techniques and best practices which will enable you to perform data visualization tasks on your own

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 will 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 will 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. [Learning Three.js - the JavaScript 3D Library for WebGL](#) Jos Dirksen, 2015

RESTful Web Services with Scala Jos Dirksen, 2015-11-26. Learn the art of creating scalable RESTful web services with Scala. About This Book: This is the only book on the market that will help you create scalable RESTful web services using five popular Scala-based REST frameworks. Quickly identify the best framework for a specific problem and select the most appropriate solution to suit your requirements. This practical guide will help you implement a complete REST-based API from scratch. Who This Book Is For: If you are a Scala developer with some Scala experience and you want to get an overview of the frameworks that are available in the Scala world, then this book is perfect for you. You need to have a general knowledge of REST and Scala. This book is great for senior Scala or other language developers who are looking for a good REST framework to use together with Scala. What You Will Learn: Set up a development environment to easily develop and test REST services. Discover the different ways in which you can create REST services with Scala. See and explore the different approaches taken by popular REST frameworks. Get to know more about a variety of available Scala frameworks such as Finch, Unfiltered, Scalatra, Akka HTTP and Play. Discover how to create a REST service on top of each framework discussed in this book. Create HTTP clients using the frameworks in this book. Make an informed decision about which framework to use in a specific situation. Set up authentication for your REST services. In Detail: RESTful web services are built to work best on the web. Scala provides a rich set of language constructs and advanced frameworks that you can use to create REST services. However, using Scala and these tools can be a complex task. There are many frameworks available, and choosing the wrong framework or approach can cost a lot of time and lead to much frustration. By exploring the most popular Scala REST frameworks, you can make sure you choose the right tool. RESTful Web

Services with Scala begins with a brief explanation of the REST architecture and its implementation in Scala as well as the impact that REST architecture has on Scala applications. You will understand the advantages of building Scala web services and how existing Scala applications can take advantage of REST. This book will teach developers about the different programming paradigms available in the Scala world to create RESTful services by exploring the most popular Scala oriented REST frameworks. It discusses the various facets of RESTful web services such as building scalable APIs working with standards like HTTP and MIME, designing the architecture, securing the web service, and more. With this book, you will be able to build RESTful web services with various Scala frameworks such as Finch, Unfiltered, Scalatra, Akka HTTP, and Play. You will create basic REST services using frameworks and then extend the REST services with custom functionality. By the end of the book, you will be able to decide which framework is best suited for your requirements. We finish by looking at how we can use a number of advanced features provided by these frameworks such as security, creating HTTP clients, working with HATEOAS, and more.

Style and approach This book follows a practical approach where we implement a REST API using each of the frameworks discussed. This book is filled with rich examples and code so you can understand and implement the features of every framework.

Congressional Record United States. Congress, 1974 **Goldberg**, 2005 **Facts on File Yearbook**, 1953 The New York Times Index, 1967 *Business Periodicals Index*, 1975 *Three.js* Sufyan Bin Uzayr, 2023-08

Conquering JavaScript Three.js helps the reader master the Three.js framework for faster and robust development. **Conquering JavaScript** Sufyan Bin Uzayr, 2023-08-08. JavaScript has become the de facto standard when it comes to both web and cross platform development. The book is a detailed guide that will help developers and coders do more with 3.js. The focus in this book remains on writing optimized and well structured code in 3.js.

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