



WebGL Beginner's Guide

Brandon Jones, Diego Cantor

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This book is a step-by-step tutorial that includes complete source code for all of the examples covered. Every chapter builds on top of the previous one thereby giving the reader an immediate feeling of progression. Each block of code is explained, and 3D web development concepts are diagrammed and covered in detail. This book is written for JavaScript developers who are interested in 3D web development. A basic understanding of the DOM object model and the jQuery library is ideal but not required. No prior WebGL knowledge is expected.

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