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Titolo	Learn Pixi.js / / by Rex van der Spuy
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ISBN	9781484210949 1484210948
Edizione	[1st ed. 2015.]
Descrizione fisica	1 online resource (230 p.)
Collana	Expert's Voice in Game Development
Disciplina	004
Soggetti	Computer programming Programming languages (Electronic computers) Web Development Programming Languages, Compilers, Interpreters Programming Techniques
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes index.
Sommario/riassunto	Create and display interactive graphics, build scenes and animated transitions, make cross-platform, responsive games and applications for multiple screen resolutions, and use Pixi.js's spectacular WebGL rendering effects. Learn how to create applications for desktop and touch-screen devices, and how to use the best open-source plugins to extend Pixi.js's capabilities in a myriad of exciting ways. If you've ever wondered what you need to know to start making games, or what technology you need to build high-performance mobile apps, this book will show you the way. Learn Pixi.js is your one-stop shop for everything you need to know to quickly start making spectacular cross-platform interactive games and animations. Take a step-by-step tour of Pixi.js's features by building fun game projects. Learn how to use Pixi.js to make richly interactive graphics and all kind of cross-platform applications. Learn Pixi.js is a fun and practical brief introduction to using the powerful Pixi.js graphics-rendering engine for making websites, games and mobile apps.