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Collana	Learn by doing : less theory, more results
Altri autori (Persone)	JonesBrandon
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Nota di contenuto	Cover; Copyright; Credits; About the Authors; Acknowledgement; About the Reviewers; www.PacktPub.com; Table of Contents; Preface; Chapter 1: Getting Started with WebGL; System requirements; What kind of rendering does WebGL offer?; Structure of a WebGL application; Creating an HTML5 canvas; Time for action - creating an HTML5 canvas; Defining a CSS style for the border; Understanding canvas attributes; What if the canvas is not supported?; Accessing a WebGL context; Time for action - accessing the WebGL context; WebGL is a state machine; Time for action - setting up WebGL context attributes Using the context to access the WebGL APILoading a 3D scene; Virtual car showroom; Time for action - visualizing a finished scene; Summary; Chapter 2: Rendering Geometry; Vertices and Indices; Overview of WebGL's rendering pipeline; Vertex Buffer Objects (VBOs); Vertex shader; Fragment shader; Framebuffer; Attributes, uniforms, and varyings; Rendering geometry in WebGL; Defining a geometry using JavaScript arrays; Creating WebGL buffers; Operations to manipulate

WebGL buffers; Associating attributes to VBOs; Binding a VBO; Pointing an attribute to the currently bound VBO
Enabling the attributeRendering; The drawArrays and drawElements functions; Putting everything together; Time for action - rendering a square; Rendering modes; Time for action - rendering modes; WebGL as a state machine: buffer manipulation; Time for action - enquiring on the state of buffers; Advanced geometry loading techniques: JavaScript Object Notation (JSON) and AJAX; Introduction to JSON - JavaScript Object Notation; Defining JSON-based 3D models; JSON encoding and decoding; Time for action - JSON encoding and decoding; Asynchronous loading with AJAX; Setting up a web server
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Vertex attributesUniforms; Varyings; Vertex shader; Fragment shader; Writing ESSL programs; Goraud shading with Lambertian reflections; Time for action - updating uniforms in real time; Goraud shading with Phong reflections; Time for action - Goraud shading; Phong shading; Time for action - Phong shading with Phong lighting; Back to WebGL; Creating a program; Initializing attributes and uniforms; Bridging the gap between WebGL and ESSL; Time for action - working on the wall; More on lights: positional lights; Time for action - positional lights in action; Nissan GTS example; Summary
Chapter 4: Camera

Sommario/riassunto

Become a master of 3D web programming in WebGL and JavaScript