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Three.js makes creating 3D computer graphics on a web browser a piece of proverbial cake, and this practical tutorial makes it easier still. All you need to know is basic JavaScript and HTML. Learning Three.js: The JavaScript 3D Library for WebGL

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Learning Three.js: The JavaScript 3D Library for WebGL

"Learning Three.js: The JavaScript 3D Library for WebGL" is comprehensive, and deals not only with the most of Three.js, but also with some related tools and libraries (like Physijs). It contains many colorful illustrations (at least in e-

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book editions, can't say for printed version though) which is quite important given the visual nature of the subject. The publisher gave me a review copy of the book.

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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.

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Three.js is a JavaScript 3D library that

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programming WebGL, however, is hard ...

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Kanber that goes over some of the
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tutorials are well written, clear, and targeted specifically towards JavaScript developers. A great resource if you want to understand machine learning more in depth. Conclusion

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