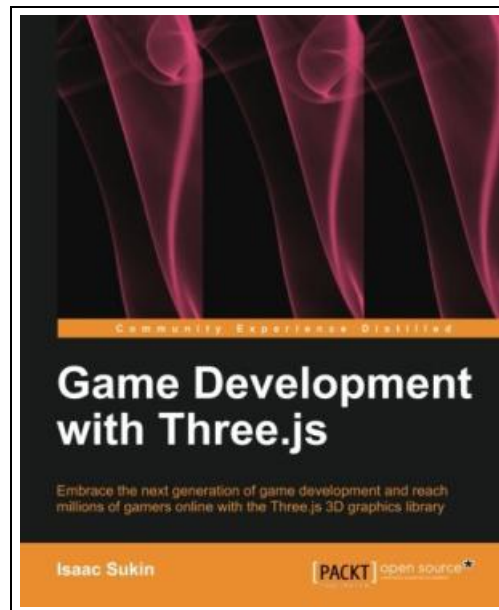# Game Development with Three.js

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GAME DEVELOPMENT WITH THREE.JS

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Packt Publishing. Paperback. Book Condition: New. Paperback. 118 pages. Dimensions: 9.1in. x 7.3in. x 0.5in.With Three. js you can create sophisticated 3D games that run in the web browser. This book is aimed at both the professional game designer and the enthusiast with a step by step approach including lots of tips and examples. Overview Develop immersive 3D games that anyone can play on the Internet Learn Three. js from a gaming perspective, including everything you need to build beautiful and high-performance worlds A step-by-step guide filled with game-focused examples and tips In Detail The advent of WebGL and its inclusion in many browsers enabled JavaScript programs running in a web browser to access the GPU without a plugin or extension. Three. js is a next generation high-level library that makes it possible to author complex 3D computer animations that display in the browser using nothing more than a simple text editor. The development of these new tools has opened up the world of real-time 3D computer animations to a far broader spectrum of developers. Starting with how to build 3D games on the web using the Three. js graphics library, you will learn how to build 3D worlds with meshes, lighting, user interaction, physics, and more. Along the way, youll learn how to build great online games through fun examples. Use this book as a guide to embrace the next generation of game development! Moving on from the basics, you will learn how to use Three. js to build game worlds using its core components, including renderers, geometries, materials, lighting, cameras, and scenes. Following on from this, you will learn how to work with mouse and keyboard interactions, incorporate game physics, and import custom models and animations. You will also learn how to include effects like particles, sounds, and...

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