

# WebGL<sup>®</sup> Programming Guide

*Interactive 3D Graphics Programming  
with WebGL*



Kouichi Matsuda ■ Rodger Lea

# Webgl Programming Guide

**Kevin Brothaler**



# Webgl Programming Guide

WebGL Programming Guide Kouichi Matsuda,Rodger Lea,2013-07-04 Using WebGL you can create sophisticated interactive 3D graphics inside web browsers without plug ins WebGL makes it possible to build a new generation of 3D web games user interfaces and information visualization solutions that will run on any standard web browser and on PCs smartphones tablets game consoles or other devices WebGL Programming Guide will help you get started quickly with interactive WebGL 3D programming even if you have no prior knowledge of HTML5 JavaScript 3D graphics mathematics or OpenGL You ll learn step by step through realistic examples building your skills as you move from simple to complex solutions for building visually appealing web pages and 3D applications with WebGL Media 3D graphics and WebGL pioneers Dr Kouichi Matsuda and Dr Rodger Lea offer easy to understand tutorials on key aspects of WebGL plus 100 downloadable sample programs each demonstrating a specific WebGL topic You ll move from basic techniques such as rendering animating and texturing triangles all the way to advanced techniques such as fogging shadowing shader switching and displaying 3D models generated by Blender or other authoring tools This book won t just teach you WebGL best practices it will give you a library of code to jumpstart your own projects Coverage includes WebGL s origin core concepts features advantages and integration with other web standards How and basic WebGL functions work together to deliver 3D graphics Shader development with OpenGL ES Shading Language GLSL ES 3D scene drawing representing user views controlling space volume clipping object creation and perspective Achieving greater realism through lighting and hierarchical objects Advanced techniques object manipulation heads up displays alpha blending shader switching and more Valuable reference appendixes covering key issues ranging from coordinate systems to matrices and shader loading to web browser settings This is the newest text in the OpenGL Technical Library Addison Wesley s definitive collection of programming guides an reference manuals for OpenGL and its related technologies The Library enables programmers to gain a practical understanding of OpenGL and the other Khronos application programming libraries including OpenGL ES and OpenCL All of the technologies in the OpenGL Technical Library evolve under the auspices of the Khronos Group the industry consortium guiding the evolution of modern open standards media APIs

*WebGL Programming Guide* Kouichi Matsuda,Rodger Lea,2013 With this book students will learn step by step through realistic examples building their skills as they move from simple to complex solutions for building visually appealing web pages and 3D applications with WebGL Media 3D graphics and WebGL pioneers Dr Kouichi Matsuda and Dr Rodger Lea offer easy to understand tutorials on key aspects of WebGL plus 100 downloadable sample programs each demonstrating a specific WebGL topic Students will move from basic techniques such as rendering animating and texturing triangles all the way to advanced techniques such as fogging shadowing shader switching and displaying 3D models generated by Blender or other authoring tools This book won t just teach WebGL best

practices it will give a library of code to jumpstart projects *Professional WebGL Programming* Andreas Anyuru,2012-04-19 Everything you need to know about developing hardware accelerated 3D graphics with WebGL As the newest technology for creating 3D graphics on the web in both games applications and on regular websites WebGL gives web developers the capability to produce eye popping graphics This book teaches you how to use WebGL to create stunning cross platform apps The book features several detailed examples that show you how to develop 3D graphics with WebGL including explanations of code snippets that help you understand the why behind the how You will also develop a stronger understanding of WebGL development from coverage that Provides a comprehensive overview of WebGL and shows how it relates to other graphics related technologies Addresses important topics such as the WebGL graphics pipeline 3D transformations texturing and lighting Teaches you how to write vertex shaders and fragment shaders for WebGL Includes a lot of useful guidelines tips and tricks for WebGL performance optimizations *Professional WebGL Programming* is the first book on the market to delve into this fascinating topic and it puts you on your way to mastering the possibilities that exist with WebGL

**Programming 3D Applications with HTML5 and WebGL** Tony Parisi,2014-02-13 Create high performance visually stunning 3D applications for the Web using HTML5 and related technologies such as CSS3 and WebGL the emerging web graphics standard With this book you ll learn how to use the tools frameworks and libraries for building 3D models and animations mind blowing visual effects and advanced user interaction in both desktop and mobile browsers In two parts Foundations and Application Development Techniques author Tony Parisi provides a thorough grounding in theory and practice for designing everything from a simple 3D product viewer to immersive games and interactive training systems Ideal for developers with Javascript and HTML experience Explore HTML5 APIs and related technologies for creating 3D web graphics including WebGL Canvas and CSS Work with the popular JavaScript 3D rendering and animation libraries Three.js and Tween.js Delve into the 3D content creation pipeline and the modeling and animation tools for creating killer 3D content Look into several game engines and frameworks for building 3D applications including the author's Vizi framework Create 3D environments with multiple objects and complex interaction using examples and supporting code Examine the issues involved in building WebGL based 3D applications for mobile browsers

**Learning HTML5 Game Programming** James L. Williams,2012 Presents practical instruction and theory for using the features of HTML5 to create a online gaming applications

**WebGL: Up and Running** Tony Parisi,2012-08-15 Presents an introduction to WebGL development and production concepts to create full 3D applications

[Real-Time 3D Graphics with WebGL 2](#) Farhad Ghayour,Diego Cantor,2018-10-31 This book is a complete course on computer graphics covering topics such as rendering 3D math lighting cameras and much more It will be your trust worthy companion in developing immersive experiences with WebGL a hardware accelerated technology in the browser without installing additional software

[OpenGL Programming Guide](#) Mason Woo,Jackie Neider,Tom Davis,OpenGL Architecture Review Board,1997 Explaining how graphics programs using

Release 1.1 the latest release of OpenGL this book presents the overall structure of OpenGL and discusses in detail every OpenGL feature including the new features introduced in Release 1.1 Numerous programming examples in C show how to use OpenGL functions Also includes 16 pages of full color examples *OpenGL ES 3.0 Programming Guide* Dan Ginsburg,Budirijanto Purnomo,Dave Shreiner,Aaftab Munshi,2014-02-28 OpenGL ES TM is the industry s leading software interface and graphics library for rendering sophisticated 3D graphics on handheld and embedded devices The newest version OpenGL ES 3.0 makes it possible to create stunning visuals for new games and apps without compromising device performance or battery life In the *OpenGL ES 3.0 Programming Guide Second Edition* the authors cover the entire API and Shading Language They carefully introduce OpenGL ES 3.0 features such as shadow mapping instancing multiple render targets uniform buffer objects texture compression program binaries and transform feedback Through detailed downloadable C based code examples you ll learn how to set up and program every aspect of the graphics pipeline Step by step you ll move from introductory techniques all the way to advanced per pixel lighting and particle systems Throughout you ll find cutting edge tips for optimizing performance maximizing efficiency with both the API and hardware and fully leveraging OpenGL ES 3.0 in a wide spectrum of applications All code has been built and tested on iOS 7 Android 4.3 Windows OpenGL ES 3.0 Emulation and Ubuntu Linux and the authors demonstrate how to build OpenGL ES code for each platform Coverage includes EGL API communicating with the native windowing system choosing configurations and creating rendering contexts and surfaces Shaders creating and attaching shader objects compiling shaders checking for compile errors creating linking and querying program objects and using source shaders and program binaries OpenGL ES Shading Language variables types constructors structures arrays attributes uniform blocks I/O variables precision qualifiers and invariance Geometry vertices and primitives inputting geometry into the pipeline and assembling it into primitives 2D 3D Cubemap Array texturing creation loading and rendering texture wrap modes filtering and formats compressed textures sampler objects immutable textures pixel unpack buffer objects and mipmapping Fragment shaders multitexturing fog alpha test and user clip planes Fragment operations scissor stencil and depth tests multisampling blending and dithering Framebuffer objects rendering to offscreen surfaces for advanced effects Advanced rendering per pixel lighting environment mapping particle systems image post processing procedural textures shadow mapping terrain and projective texturing Sync objects and fences synchronizing within host application and GPU execution This edition of the book includes a color insert of the OpenGL ES 3.0 API and OpenGL ES Shading Language 3.0 Reference Cards created by Khronos The reference cards contain a complete list of all of the functions in OpenGL ES 3.0 along with all of the types operators qualifiers built ins and functions in the OpenGL ES Shading Language **OpenGL Programming Guide** Dave Shreiner,Graham Sellers,John Kessenich,Bill Licea-Kane,2013-03-19 Includes Complete Coverage of the OpenGL Shading Language Today s OpenGL

software interface enables programmers to produce extraordinarily high quality computer generated images and interactive applications using 2D and 3D objects color images and programmable shaders OpenGL Programming Guide The Official Guide to Learning OpenGL Version 4.3 Eighth Edition has been almost completely rewritten and provides definitive comprehensive information on OpenGL and the OpenGL Shading Language This edition of the best selling Red Book describes the features through OpenGL version 4.3 It also includes updated information and techniques formerly covered in OpenGL Shading Language the Orange Book For the first time this guide completely integrates shader techniques alongside classic functioncentric techniques Extensive new text and code are presented demonstrating the latest in OpenGL programming techniques OpenGL Programming Guide Eighth Edition provides clear explanations of OpenGL functionality and techniques including processing geometric objects with vertex tessellation and geometry shaders using geometric transformations and viewing matrices working with pixels and texture maps through fragment shaders and advanced data techniques using framebuffer objects and compute shaders New OpenGL features covered in this edition include Best practices and sample code for taking full advantage of shaders and the entire shading pipeline including geometry and tessellation shaders Integration of general computation into the rendering pipeline via compute shaders Techniques for binding multiple shader programs at once during application execution Latest GLSL features for doing advanced shading techniques Additional new techniques for optimizing graphics program performance [Vulkan Programming Guide](#) Graham Sellers, John Kessenich, 2016-11-07 The Definitive Vulkan™ Developer's Guide and Reference Master the Next Generation Specification for Cross Platform Graphics The next generation of the OpenGL specification Vulkan has been redesigned from the ground up giving applications direct control over GPU acceleration for unprecedented performance and predictability Vulkan™ Programming Guide is the essential authoritative reference to this new standard for experienced graphics programmers in all Vulkan environments Vulkan API lead Graham Sellers with contributions from language lead John Kessenich presents example rich introductions to the portable Vulkan API and the new SPIR-V shading language The author introduces Vulkan its goals and the key concepts framing its API and presents a complex rendering system that demonstrates both Vulkan's uniqueness and its exceptional power You'll find authoritative coverage of topics ranging from drawing to memory and threading to compute shaders The author especially shows how to handle tasks such as synchronization scheduling and memory management that are now the developer's responsibility Vulkan™ Programming Guide introduces powerful 3D development techniques for fields ranging from video games to medical imaging and state of the art approaches to solving challenging scientific compute problems Whether you're upgrading from OpenGL or moving to open standard graphics APIs for the first time this guide will help you get the results and performance you're looking for Coverage includes Extensively tested code examples to demonstrate Vulkan's capabilities and show how it differs from OpenGL Expert guidance on getting started and working with Vulkan's new memory system Thorough discussion of queues commands moving data

and presentation Full explanations of the SPIR V binary shading language and compute graphics pipelines Detailed discussions of drawing commands geometry and fragment processing synchronization primitives and reading Vulkan data into applications A complete case study application deferred rendering using complex multi pass architecture and multiple processing queues Appendixes presenting Vulkan functions and SPIR V opcodes as well as a complete Vulkan glossary Example code can be found here Example code can be found here <https://github.com/vulkanprogrammingguide/examples>

*3D Graphics for Game Programming* JungHyun Han,2011-02-17 Designed for advanced undergraduate and beginning graduate courses 3D Graphics for Game Programming presents must know information for success in interactive graphics Assuming a minimal prerequisite understanding of vectors and matrices it also provides sufficient mathematical background for game developers to combine their previous experie Interactive Computer Graphics Edward S.. Angel,Dave Shreiner,2014-08-21 This book is suitable for undergraduate students in computer science and engineering for students in other disciplines who have good programming skills and for professionals Computer animation and graphics are now prevalent in everyday life from the computer screen to the movie screen to the smart phone screen The growing excitement about WebGL applications and their ability to integrate HTML5 inspired the authors to exclusively use WebGL in the Seventh Edition of Interactive Computer Graphics with WebGL This is the only introduction to computer graphics text for undergraduates that fully integrates WebGL and emphasizes application based programming The top down programming oriented approach allows for coverage of engaging 3D material early in the course so students immediately begin to create their own 3D graphics Teaching and Learning Experience This program will provide a better teaching and learning experience for you and your students It will help Engage Students Immediately with 3D Material A top down programming oriented approach allows for coverage of engaging 3D material early in the course so students immediately begin to create their own graphics Introduce Computer Graphics Programming with WebGL and JavaScript WebGL is not only fully shader based each application must provide at least a vertex shader and a fragment shader but also a version that works within the latest web browsers **WebGL Insights** Patrick Cozzi,2015-08-06 Given its ubiquity plugin free deployment and ease of development the adoption of WebGL is on the rise Skilled WebGL developers provide organizations with the ability to develop and implement efficient and robust solutions creating a growing demand for skilled WebGL developers WebGL Insights shares experience backed lessons learned by the WebGL *OpenGL ES 2 for Android* Kevin Brothaler,2013-06-26 Printed in full color Android is booming like never before with millions of devices shipping every day It s never been a better time to learn how to create your own 3D games and live wallpaper for Android You ll find out all about shaders and the OpenGL pipeline and discover the power of OpenGL ES 2 0 which is much more feature rich than its predecessor If you can program in Java and you have a creative vision that you d like to share with the world then this is the book for you This book will teach you everything you need to know to create compelling graphics on Android You ll learn the basics of OpenGL by building a

simple game of air hockey and along the way you'll see how to initialize OpenGL and program the graphics pipeline using shaders. Each lesson builds upon the one before it as you add colors, shading, 3D projections, touch interaction, and more. Then you'll find out how to turn your idea into a live wallpaper that can run on the home screen. You'll learn about more advanced effects involving particles, lighting models, and the depth buffer. You'll understand what to look for when debugging your program and what to watch out for when deploying to the market. OpenGL can be somewhat of a dark art to the uninitiated. As you read this book, you'll learn each new concept from first principles. You won't just learn about a feature; you'll also understand how it works and why it works the way it does. Everything you learn is forward compatible with the just-released OpenGL ES 3, and you can even apply these techniques to other platforms such as iOS or HTML5 WebGL.

[OpenGL Programming Guide](#) Dave Shreiner, 2010. OpenGL is a powerful software interface used to produce high-quality computer-generated images and interactive applications using 2D and 3D objects, bitmaps, and color images. The OpenGL Programming Guide, Seventh Edition, provides definitive and comprehensive information on OpenGL and the OpenGL Utility Library. The previous edition covered OpenGL through Version 2.1. This seventh edition of the best-selling red book describes the latest features of OpenGL Versions 3.0 and 3.1. You will find clear explanations of OpenGL functionality and many basic computer graphics techniques such as building and rendering 3D models, interactively viewing objects from different perspective points, and using shading, lighting, and texturing effects for greater realism. In addition, this book provides in-depth coverage of advanced techniques including texture mapping, antialiasing, fog, and atmospheric effects, NURBS image processing, and more. The text also explores other key topics such as enhancing performance, OpenGL extensions, and cross-platform techniques. This seventh edition has been updated to include the newest features of OpenGL Versions 3.0 and 3.1, including using framebuffer objects for off-screen rendering and texture updates. Examples of the various new buffer object types, including uniform buffer objects, transform feedback buffers, and vertex array objects, are shown. Using texture arrays to increase performance when using numerous textures, efficient rendering using primitive restart, and conditional rendering are discussed. Discussion of OpenGL's deprecation mechanism and how to verify your programs for future versions of OpenGL is included. This edition continues the discussion of the OpenGL Shading Language (GLSL) and explains the mechanics of using this language to create complex graphics effects and boost the computational power of OpenGL. The OpenGL Technical Library provides tutorial and reference books for OpenGL. The Library enables programmers to gain a practical understanding of OpenGL and shows them how to unlock its full potential. Originally developed by SGI, the Library continues to evolve under the auspices of the Khronos OpenGL ARB Working Group, an industry consortium responsible for guiding the evolution of OpenGL and related technologies.

**Learning Vulkan** Parminder Singh, 2016-12-15. Discover how to build impressive 3D graphics with the next-generation graphics API Vulkan. About This Book: Get started with the Vulkan API and its programming techniques using the easy-to-follow examples to create stunning 3D graphics. Understand memory management in Vulkan and implement image and buffer



resources Get hands on with the drawing process and synchronization and render a 3D graphics scene with the Vulkan graphics pipeline Who This Book Is For This book is ideal for graphic programmers who want to get up and running with Vulkan It s also great for programmers who have experience with OpenGL and other graphic APIs who want to take advantage of next generation APIs A good knowledge of C C is expected What You Will Learn Learn fundamentals of Vulkan programing model to harness the power of modern GPU devices Implement device command buffer and queues to get connected with the physical hardware Explore various validation layers and learn how to use it for debugging Vulkan application Get a grip on memory management to control host and device memory operations Understand and implement buffer and image resource types in Vulkan Define drawing operations in the Render pass and implement graphics pipeline Manage GLSL shader using SPIR V and update the shader resources with descriptor sets and push constants Learn the drawing process manage resources with synchronization objects and render 3D scene output on screen with Swapchain Bring realism to your rendered 3D scene with textures and implement linear and optimal textures In Detail Vulkan the next generation graphics and compute API is the latest offering by Khronos This API is the successor of OpenGL and unlike OpenGL it offers great flexibility and high performance capabilities to control modern GPU devices With this book you ll get great insights into the workings of Vulkan and how you can make stunning graphics run with minimum hardware requirements We begin with a brief introduction to the Vulkan system and show you its distinct features with the successor to the OpenGL API First you will see how to establish a connection with hardware devices to query the available queues memory types and capabilities offered Vulkan is verbose so before diving deep into programing you ll get to grips with debugging techniques so even first timers can overcome error traps using Vulkan s layer and extension features You ll get a grip on command buffers and acquire the knowledge to record various operation commands into command buffer and submit it to a proper queue for GPU processing We ll take a detailed look at memory management and demonstrate the use of buffer and image resources to create drawing textures and image views for the presentation engine and vertex buffers to store geometry information You ll get a brief overview of SPIR V the new way to manage shaders and you ll define the drawing operations as a single unit of work in the Render pass with the help of attachments and subpasses You ll also create frame buffers and build a solid graphics pipeline as well as making use of the synchronizing mechanism to manage GPU and CPU hand shaking By the end you ll know everything you need to know to get your hands dirty with the coolest Graphics API on the block Style and approach This book takes a practical approach to guide you through the Vulkan API and you will get to build an application throughout the course of the book Since you are expected to be familiar with C C there is not much hand holding throughout the course of the book [OpenVX Programming Guide](#) Frank Brill,Victor Erukhimov,Radhakrishna Giduthuri,Steve Ramm,2020-05-22 OpenVX is the computer vision API adopted by many high performance processor vendors It is quickly becoming the preferred way to write fast and power efficient code on embedded systems OpenVX Programming

Guidebook presents definitive information on OpenVX 1.2 and 1.3 the Neural Network and other extensions as well as the OpenVX Safety Critical standard This book gives a high level overview of the OpenVX standard its design principles and overall structure It covers computer vision functions and the graph API providing examples of usage for the majority of the functions It is intended both for the first time user of OpenVX and as a reference for experienced OpenVX developers Get to grips with the OpenVX standard and gain insight why various options were chosen Start developing efficient OpenVX code instantly Understand design principles and use them to create robust code Develop consumer and industrial products that use computer vision to understand and interact with the real world

The Nature of Code Daniel Shiffman, 2024-09-03 All aboard The Coding Train This beginner friendly creative coding tutorial is designed to grow your skills in a fun hands on way as you build simulations of real world phenomena with The Coding Train YouTube star Daniel Shiffman What if you could recreate the awe inspiring flocking patterns of birds or the hypnotic dance of fireflies with code For over a decade The Nature of Code has empowered countless readers to do just that bridging the gap between creative expression and programming This innovative guide by Daniel Shiffman creator of the beloved Coding Train welcomes budding and seasoned programmers alike into a world where code meets playful creativity This JavaScript based edition of Shiffman s groundbreaking work gently unfolds the mysteries of the natural world turning complex topics like genetic algorithms physics based simulations and neural networks into accessible and visually stunning creations Embark on this extraordinary adventure with projects involving A physics engine Simulate the push and pull of gravitational attraction Flocking birds Choreograph the mesmerizing dance of a flock Branching trees Grow lifelike and organic tree structures Neural networks Craft intelligent systems that learn and adapt Cellular automata Uncover the magic of self organizing patterns Evolutionary algorithms Play witness to natural selection in your code Shiffman s work has transformed thousands of curious minds into creators breaking down barriers between science art and technology and inviting readers to see code not just as a tool for tasks but as a canvas for boundless creativity Whether you re deciphering the elegant patterns of natural phenomena or crafting your own digital ecosystems Shiffman s guidance is sure to inform and inspire The Nature of Code is not just about coding it s about looking at the natural world in a new way and letting its wonders inspire your next creation Dive in and discover the joy of turning code into art all while mastering coding fundamentals along the way NOTE All examples are written with p5.js a JavaScript library for creative coding and are available on the book s website

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