



Babylon.js Essentials (Paperback)

By Julien Moreau-Mathis

Packt Publishing Limited, United Kingdom, 2016. Paperback. Condition: New. Language: English . Brand New Book. Understand, train, and be ready to develop 3D Web applications/video games using the Babylon.js framework, even for beginners About This Book * Understand the basics of 3D (along with the theory) before practicing * Each mini-project provides previous features, alongside the new feature you are learning, to supply the examples * Learn from the best of the best, a developer at Microsoft, France Who This Book Is For Babylon.JS Essentials is intended for developers who want to enter the world of 3D development for the Web, or developers who want to add the Babylon.js framework to their skill set. The notion of Oriented Object Programming would be helpful to understand the architecture of the Babylon.js framework. Also, a familiarity with Web development would be useful, to understand the principles used. What You Will Learn * Understand what the TypeScript language is and its benefits (compared to JavaScript) in large projects such as 3D engines * Learn the basics of 3D using Babylon.js without too much theory but with an emphasis on practice, for a better understanding of the architecture * Know the usage of Material-a...



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