

The WebGL Companion

book proposal for Taylor & Francis Group
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Summary

The WebGL Companion guides readers through an essential set of rendering techniques and 3D interaction techniques, showcasing a set of small-but-complete web apps (*recipes*) at the end of each chapter, with diagrams and screenshots printed in full color. This book is not only the authoritative book on WebGL, it also serves as documentation for the *giza* library, developed over the course of the book.

About the Author

Philip Rideout has worked in the field of real-time graphics for over ten years, having played roles at several pioneering graphics companies, including Intergraph, NVIDIA, and Pixar. He is the sole author of *iPhone 3D Programming* (O'Reilly Media), and a contributing author of *GPU Pro 2* (A K Peters) and *OpenGL Insights* (CRC Press).

Tentative Outline

In the following outline, some section headings are colored **green**; these are tutorial-style samples that demonstrate the techniques discussed in the chapter.

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