Babylon.js Essentials

By Julien Moreau-Mathis

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Key Features

- 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

Book Description

Are you familiar with HTML5? Do you want to build exciting games and Web applications? Then explore the exciting world of game and Web development with one of the best frameworks out there: Babylon.JS.

Starting from the beginning, the book introduces the required basics for 3D development and the knowledge you need to use the Babylon.js framework. It focuses on the simplicity provided by Babylon.js and uses a combination of theory and practice. All the chapters are provided with example files ready to run; each example file provides the previously learned features of the framework. Finally, developers will be ready to easily understand new features added to the framework in the future.

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 fundamental principle of 3D engines in Babylon.js—and then customize the appearance of 3D objects
- Integrate collisions and physics in gameplay. Understand the notion of impostor for physics simulation
- Manage, create, and spatialize audio tracks in 3D scenes
- Go further with the Babylon.js framework to create actions on events
- Create rendering effects provided by the Babylon.js framework, such as post-processes

About the Author

Julien Moreau-Mathis is a fan of 3D development. He started working with 3D development at the age of 17 and created a C++ framework named Community Play 3D. Now, he is a developer at Microsoft and he takes immense pleasure in

being a part of the Babylon.js team.

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7. Defining Actions on Objects
8. Add Rendering Effects Using Built-in Post-processes
9. Create and Play Animations

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Editorial Review

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