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Chris Strom

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3D Game Programming for Kids

Create
Interactive Worlds
With JavaScript



Chris Strom

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Chris Strom : 3D Game Programming for Kids: Create Interactive Worlds with JavaScript (Pragmatic Programmers) before purchasing it in order to gage whether or not it would be worth my time, and all praised 3D Game Programming for Kids: Create Interactive Worlds with JavaScript (Pragmatic Programmers):

0 of 0 people found the following review helpful. like a kid just starting out on an old Commodore ...By Allison ClemonsBased on the reviews here we purchased this book for my seventh grader and found to our dismay that the author's approach was unsuitable for us. The author teaches code the way he learned how back in the day; like a kid just starting out on an old Commodore 64, people using this book are expected to type in lines of code without understanding what they are doing to create a complete program. The learning comes later, when they've typed in enough code to start noticing patterns and gotten comfortable enough to work with code creatively. At least, this is what happens if you attempt to work through the book chapter by chapter. People who are comfortable coding without understanding, and playing around with code to figure out how it works, will do fine with this approach. Others who

might appreciate knowing the big picture, or a step-step approach with explanations, would be better served by a different book. 4 of 4 people found the following review helpful. My 7 year old son cannot put this book down!!! By Customer These is an awesome book for getting kids started with programming. My son is so excited each time he gets the opportunity to work on his programming. He is 7 1/2 and his teachers at his school are amazed at how knowledgeable he is with programming syntax and terminologies. If your child loves playing video games, then get him/her to learn how to actual build a video game. This book will give them the basics that they need. You too will be amazed at how much your child will gain from this book! 3 of 3 people found the following review helpful. Fantastic Projects for the Classroom By Heavy I'm very grateful to have stumbled upon this book which has introduced me and my HS Game Design students to the world of three.js. We have followed and replicated the examples and even written our own code using the projects as a guide. The code is easy to follow and well explained. Students are able to branch off and create their own characters using the ICE browser as they learn. You've made my job easy and fun with such a fantastic book. I've memorized most of it!

Printed in full color. You know what's even better than playing games? Creating your own. Even if you're an absolute beginner, this book will teach you how to make your own online games with interactive examples. You'll learn programming using nothing more than a browser, and see cool, 3D results as you type. You'll learn real-world programming skills in a real programming language: JavaScript, the language of the web. You'll be amazed at what you can do as you build interactive worlds and fun games. You'll jump right in and write games and simulations while learning programming fundamentals. You'll use the ICE Code Editor, which was created especially for this book to make it easy for you to get started with JavaScript programming. With the ICE Editor, you'll see the results of your work right away. Want a red donut? You can make hundreds of them, spinning around like crazy right next to the code you just typed. You'll do hands-on coding in every chapter. You'll start by building simple animated shapes, then make your own player--who can do cartwheels! You'll learn how to build your own games from start to finish, including a monster eating fruit, a cave puzzle, and rafting on a river. You'll animate simple shapes to create a model of the solar system, and make your own website so that you can show off your games with your friends. If you just want to make games, jump to the lessons focusing on projects. To understand some of the theory better or if you need some help with functions, turn to the chapters that explain the programming concepts. We'll walk you carefully through all the math needed to bring games to life. Best of all, you get to create awesome games and say, "I made this!"

.com QA with Chris Strom, author of 3D Game Programming for Kids