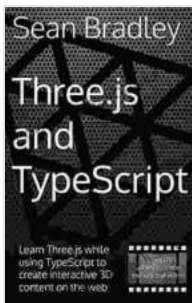


# Learn Three.js While Using TypeScript to Create Interactive 3D Content on the Web

Three.js is a powerful JavaScript library for creating and rendering 3D graphics on the web. It's used by many popular websites and applications, including Google Maps, Sketchfab, and Babylon.js. TypeScript is a superset of JavaScript that adds optional static typing. It can help you write more robust and maintainable code, and it can also help you avoid common JavaScript errors.



## Three.js and TypeScript: Learn Three.js while using TypeScript to create interactive 3D content on the web.

**(Software Engineering)** by Dianna Hutts Aston

★★★★☆ 4 out of 5

Language : English

File size : 19735 KB

Screen Reader : Supported

Print length : 253 pages

Lending : Enabled



In this book, you'll learn how to use Three.js and TypeScript to create interactive 3D content on the web. You'll start by learning the basics of Three.js, including how to create scenes, objects, and cameras. Then, you'll learn how to use TypeScript to write more robust and maintainable Three.js code. Finally, you'll learn how to use Three.js and TypeScript to create interactive 3D content, such as games, simulations, and visualizations.

## **What You'll Learn**

- The basics of Three.js
- How to use TypeScript to write more robust and maintainable Three.js code
- How to use Three.js and TypeScript to create interactive 3D content

## **Who This Book Is For**

This book is for web developers who want to learn how to use Three.js and TypeScript to create interactive 3D content. No prior experience with Three.js or TypeScript is required.

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1. to Three.js
2. Getting Started with TypeScript
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6. Interacting with Objects
7. Creating Games with Three.js
8. Creating Simulations with Three.js
9. Creating Visualizations with Three.js

## **About the Author**

I'm a web developer with over 10 years of experience. I've used Three.js and TypeScript to create a variety of interactive 3D content, including games, simulations, and visualizations. I'm passionate about helping others learn how to use Three.js and TypeScript, and I'm excited to share my knowledge with you in this book.

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