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Three.js is a JavaScript 3D library that offers a wide range of features for creating and displaying stunning 3D computer graphics on a web browser in an intuitive manner using JavaScript without having to deal with the complexity of a WebGL low-level API. Even though WebGL makes it possible to create 3D graphics in the browser without having to use plugins, programming WebGL, however, is hard ...

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"Learning Three.js is a hands-on guide which provides everything you need to start working with the powerful JavaScript library, and start creating awesome in-browser visualizations". Learning Three.js is written for anyone looking to get started with Three.js, or looking to improve their skills with the popular js library.

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"Learning Three.js: The JavaScript 3D Library for WebGL" is comprehensive, and deals not only with the most of Three.js, but also with some related tools and libraries (like Physijs). It contains many colorful illustrations (at least in e-book editions, can't say for printed version though) which is quite important given the visual nature of the subje The publisher gave me a review copy of the book.

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Bonus: Machine Learning in Javascript. An excellent series of blog posts by Burak Kanber that goes over some of the machine learning fundamentals. The tutorials are well written, clear, and targeted specifically towards JavaScript developers. A great resource if you want to understand machine learning more in depth. Conclusion

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