Ready-to-Run Java 3D

Kirk Brown, Daniel Petersen

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This text shows Web developers how to add interactive content to attract and hold Internet visitors to Websites. Readers should gain a working understanding of how Java 3D fits into other Web technologies, how to use special development tools included with the Java 3D product, and methods to construct rich, 3D Java programs for business applications and gaming. Examples and diagrams are provided and should make the learning of complex graphics modelling and rendering intuitive and friendly. The author starts with a primer on Java and 3D Graphics as a basic review, then proceeds to show Web developers how to master specific 3D techniques, including shadowing and fog, texture manipulation, 3D fonts, image processing, and 3D sound. The CD-ROM has at least one dozen ready-to-use 3D applets, including simple, detailed instructions on how to use and customise them with original art, sound and shapes. Designers can quickly change the applets to meet their own needs u for example, add their company colors and trademarks.

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