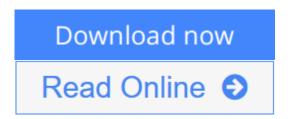# Ready-to-Run Java 3D

By Kirk Brown, Daniel Petersen

Ready-to-Run Java 3D By Kirk Brown, Daniel Petersen

A crash course in Java 3D, plus many ready-to-use applets that will leap off the screen and keep your viewers glued to your Web site.

Here's everything you need to spice up your Web site with interactive content, rich realism, and animation-immediately! Each chapter is built around a ready-to-run Java 3D applet and begins with detailed, easy-to-follow instructions on how to customize it to your needs without compiling or coding. This is followed by a technical tutorial that explains how the applets were created using the Java 3D API. And, throughout the book, numerous examples and diagrams and loads of useable source code help make it amazingly quick and easy for you to master:
* Core Java 3D commands.
* Core Java 3D API components.
* Special Java 3D development tools.
* Graphics modeling and rendering concepts and techniques.
* A range of 3D techniques, including lighting, texture manipulation, 3D fonts, image processing, and 3D sound.
* Other powerful Java utilities, tools, and classes.

The CD-ROM supplies you with:
* Numerous customizable Java 3D applets and their HTML files.
* Tools and resources to create 3D content.
* Links to 3rd-party tool vendors.
* The Java 2 platform (formerly JDK 1.2).
* Java 3D Runtime Environment.

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Editorial Review

Amazon.com Review
Written for the intermediate Java programmer and Web site designer, *Ready-to-Run Java 3D* provides sample Java applets and code using Sun's new Java 3D API. This book provides a worthy jump-start for Java 3D that goes well beyond the documentation provided by Sun.

Coverage includes downloading the Java 2 plug-in (needed by Java 3D) and basic Java 3D classes for storing shapes, matrices, and scenes. A listing of all Java 3D classes shows off its considerable richness. Generally, this book tries to cover basic 3D concepts and how they are implemented in Java 3D. (It assumes a certain knowledge of math, particularly with matrices, which are a staple of 3D graphics). Well-commented source code is printed throughout (though there is little additional commentary).

An applet for orbiting planets provides an entertaining demonstration of transforming objects onscreen. You'll learn to add processing for fog effects and texture mapping and get material on 3D sound effects and several public domain tools for working with 3D artwork (including converting VRML [Virtual Reality Markup Language] files for use with Java 3D).

In all, this book largely succeeds at being accessible for HTML designers while being useful to Java programmers. With Java 3D, Sun is betting that 3D graphics shouldn't require a degree in computer science. This book reflects that philosophy, though advanced Java developers will probably want more detail on this exciting new graphics package. *--Richard Dragan*

Topics covered: Individual applets for morphing, translation, rotation, and scaling; support for light and transparency; adding motion and interaction to 3D objects (with Java 3D classes for *behaviors* and *interpolators*); and Java 3D classes used for event handling.

From the Back Cover
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About the Author
KIRK BROWN is a Senior Engineer with Sun Microsystems Advanced Technology Group. He has engineered 3D visualization demos, Java products, and computer graphics API products. He has also been a CTO for a Java software company.

DANIEL PETERSEN is a Senior Engineer on Sun's Java 3D project team and contributing author to the Java 3D API specification.

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