Java 3D Programming

Daniel Selman

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Guiding programmers through the important design and implementation phases of developing a successful Java 3D application, this reference provides guidance on whether to use Java 3D, user interface design, geometry creation, scene manipulation, or final optimizations. Distilling twelve months of using the Java 3D API for commercial projects, as well as discussions on the Java 3D e-mail list, experienced Java 3D developers will find helpful a resource containing the state-of-the-art in techniques and workarounds, while novice Java 3D developers will gain a insight into Java 3D development, and avoid the confusion and frustration of learning Java 3D techniques and terminology.

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