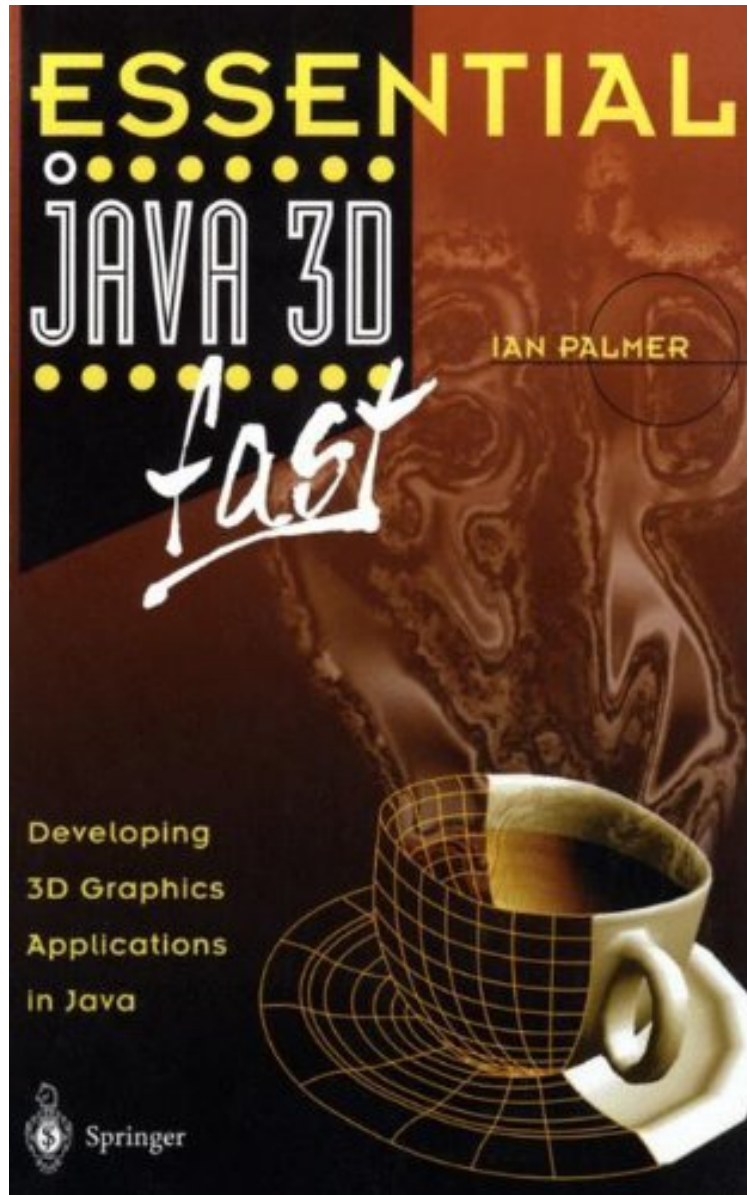


[Download] Essential Java 3D fast: Developing 3D Graphics Applications in Java (Essential Series)

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Von Ian Palmer

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Von Ian Palmer : Essential Java 3D fast: Developing 3D Graphics Applications in Java (Essential Series) before purchasing it in order to gage whether or not it would be worth my time, and all praised Essential Java 3D fast: Developing 3D Graphics Applications in Java (Essential Series):

Kundenrezensionen
Hilfreichste Kundenrezensionen
6 von 6 Kunden fanden die folgende Rezension hilfreich. Das Wichtigste als Überblick von objektiver Rezension: Das Buch wird seinem Namen gerecht. Es wird kurz auf die wichtigsten Elemente von Java 3D eingegangen. Behandelt wird zum Beispiel: der generelle Aufbau des Szenegraphen, das Erzeugen der Geometrie, das Erscheinungsbild (Licht, Material, Textur etc.), Animationen, Transformationen, Interaktion und Verhalten. Ein abschließendes Beispiel rundet das Gelernte ab. Soweit die positiven Aspekte. Negativ muss man die vielen Fehler in Codebeispielen bewerten. Es gibt keine CD zum Buch. Die gesamte zweite Hälfte des Buches besteht aus gedrucktem Quellcode den man abtippen darf. Das bedeutet, die oben genannte Themenfülle wurde auf gut 100 Seiten abgehandelt - Codefragmente inklusive - das Buch kann deswegen weitergehende Fragen gar nicht beantworten. Als Einstieg/Blick ist das Buch durchaus geeignet. Man kann jedoch überlegen, ob man für denselben Preis nicht ein umfangreicheres Buch zum Thema findet.

Kurzbeschreibung
This is an introductory textbook for those who want to learn Java 3D fast. It is packed with numerous examples and illustrations, including an 8-page colour section. The author takes readers through the different stages of writing a simple program in Java 3D and then shows how to modify and add features to the program. Indeed, one of the best way to learn any programming language is by writing programs. The examples in this book assume a working knowledge of Java and some background in 3D graphics. It is one of the first books to introduce Java 3D at an introductory level.
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Synopsis
Packed with lots of examples and illustrations, including an 8-page colour section, Essential Java 3D fast is an introductory textbook for those who want to learn Java 3D fast. The best way to learn any programming language is by writing programs. In this book, Ian Palmer takes you through the steps to write a simple program in Java 3D, and then shows you how to modify and add features to this program, so you learn the key features of Java 3D. Learn about: Writing a simple Java 3D program; Creating Shapes; Defining Appearance; Animation; Behaviours. The examples in this book assume a working knowledge of Java and some background in 3D graphics, in order to explain the new concepts in Java 3D.