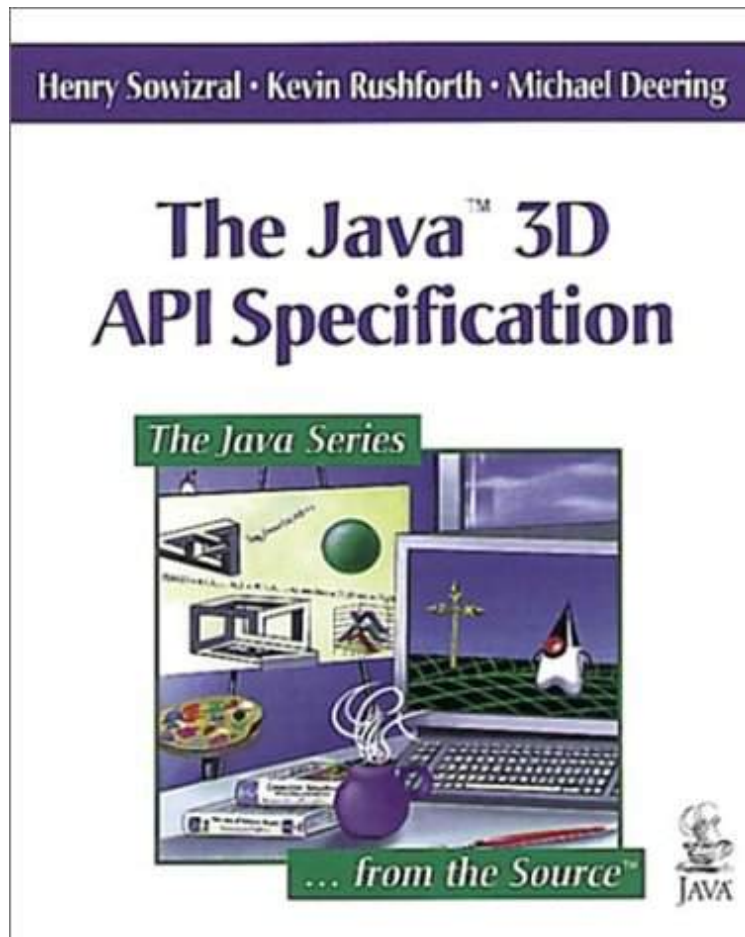


The Java(TM) 3D API Specification

By Michael Deering, Kevin Rushforth, Henry Sowizral



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9 of 9 review helpful Not very useful By A Customer Almost all of the material in this book is a slightly more verbose explanation of what can be found in the docs If used as a reference this is fine but for someone who is trying to learn Java 3D it would probably be more useful to get a book that goes through examples and explains more clearly from the ground up While it was not written badly this book does not The Java 3D API an exciting new part of the

JavaMedia suite of APIs enables the creation of three dimensional graphics applications and Internet based 3D applets It gives developers high level constructs for creating and manipulating 3D geometry and for building the structures used in rendering that geometry With Java 3D developers can efficiently define and render very large virtual worlds Moreover in line with Java s write once run anywhere vision applicatio From the Inside Flap This document describes the Javao 3D API and presents some details on the implementation of the API This specification is not intended as a programmeris guide The programmeris guide will be written after the specification has been finaliz

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