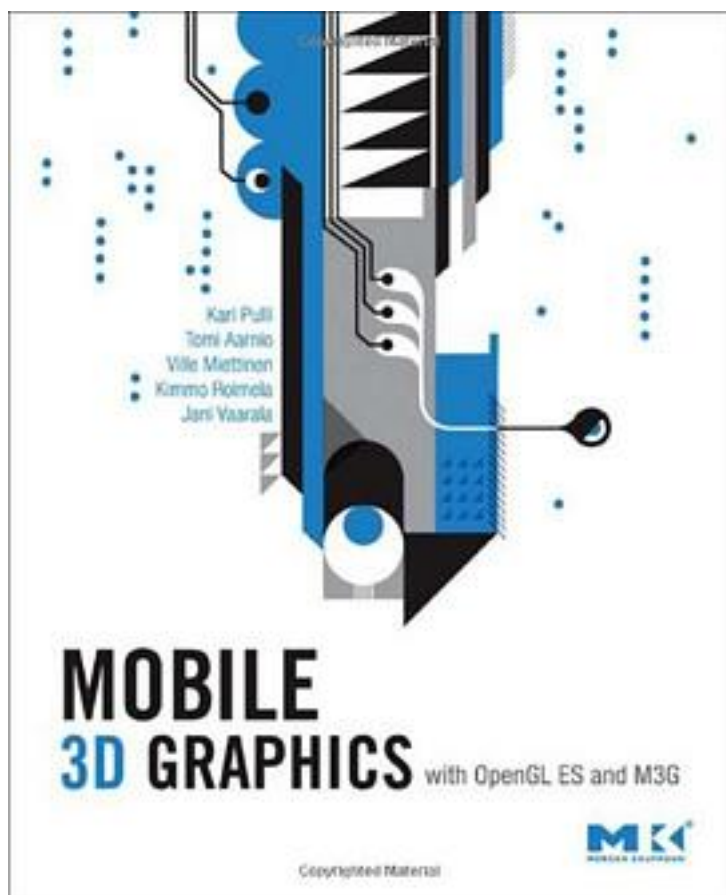


Mobile 3D Graphics



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出版者:Course Technology PTR

出版时间:2007-03-01

装帧:Paperback

isbn:9781598632927

3D graphics capabilities continue to advance in leaps and bounds. Once the domain of high-end computers, amazing 3D graphics are now readily available for mobile devices. Mobile 3D Graphics: Learning 3D Graphics with the Java Micro Edition is your hands-on guide to this exciting new world! Learn the fundamentals of 3D graphics by

using the Mobile 3D Graphics API (JSR 184). Focusing on the Java Platform, Micro Edition, this book is filled with a multitude of easy-to-understand, real-world examples. You will start with the basics of 3D programming, but there is plenty of advanced coverage too, including quaternion math, environment mapping, and creating articulated characters. You'll also learn how to create 3D content in the open-source tool Blender, import the artwork into your application, and then tailor the export to meet your needs. By the time you are finished, you will possess 3D graphic skills that will easily extend to other APIs, including OpenGL ES with JSR 239 and the MascotCapsule V3 API, which are both featured in the appendix. Whether you are a complete 3D graphics novice, a game programmer ready to extend your skills to a new arena, or a software developer hoping to break into the game industry, this book will serve as a one-of-a-kind, comprehensive guide to mobile 3D graphics!

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