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Pro Java 6 3D

Game Development Andrew Davison,2008-01-01 Create strange lands filled with mysterious objects cows frozen in blocks of ice chirping penguins golden globes with wavering eyes and throw away your keyboard and mouse to go exploring armed only with a gamepad power glove or just your bare hands Java gaming expert Andrew Davison will show you how to develop and program 3D games in Java technology on a PC with an emphasis on the construction of 3D landscapes It s assumed you have a reasonable knowledge of Java the sort of thing picked up in a first Java course at school Topics are split into three sections Java 3D API non standard input devices for game playing and JOGL Java 3D is a high level 3D graphics API and JOGL is a lower level Java wrapper around the popular OpenGL graphics API You ll look at three non standard input devices the webcam the game pad and the P5 data glove Along the way you ll utilize several other games related libraries including JInput JOAL JMF and Odejava Learn all the latest Java SE 6 features relevant to gaming including splash screens JavaScript scripting as well as the desktop and system tray interfaces Unique coverage of Java game development using both the Java 3D API and Java for OpenGL as well as invaluable experience from a recognized Java gaming guru will provide you with a distinct advantage after reading this book

Developer's Guide to Multiplayer Games Andrew Mulholland,Teijo Hakala,2001-08 This is one of the few books on the market that provides the programmer and developer with the details of creating computer games on the Internet with special focus on MYSQL and Perl

ActionScript for Flash MX Colin Moock,2003 Thoroughly updated to cover the new version of Macromedia Flash Flash MX this second edition builds on the strengths of the original book while incorporating changes from this major revision of the software

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Clevenger,2024-02-27 This updated edition includes step by step instruction on modern OpenGL 4.0 GLSL shader programming with C along with the theoretical foundations of 3D computer graphics. Every shader stage is explored from the basics of modeling, textures, lighting, shadows, etc. through advanced techniques such as tessellation, noise maps, water, and stereoscopy. This new edition includes expanded coverage of camera control, refraction, and a new chapter on ray tracing with bounding volume hierarchies for complex models. The companion files include all the source code, shaders, model files, skyboxes, etc. needed to run every example in the book. FEATURES: Covers modern OpenGL 4.0 GLSL shader programming with C and instructions for both PC Windows and Macintosh. Provides complete source code for each example, fully explained along with tips for performance optimization. Includes step by step instruction for using each GLSL programmable pipeline stage: vertex, tessellation, geometry, and fragment. Designed in a 4 color teach yourself format with numerous examples that the reader can run just as presented. Explores practical examples for modeling, lighting, and shadows, including soft shadows, terrain, water, and 3D materials such as wood and marble. Expanded coverage of ray tracing to include complex models and bounding volume hierarchies. Includes companion files with source code, shaders, OBJ models, textures, skydomes, normal maps, high resolution figures, and more.

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[**3D Game Programming All in One**](#) Kenneth C. Finney, 2007. Are you an aspiring game developer with a great idea but no practical knowledge for turning that idea into reality? 3D Game Programming All in One is the comprehensive guide you need. This new edition updates the original coverage with the latest version of Torque from GarageGames and provides the very best tools available to the Indie game maker. This hands-on book not only teaches the technical skills behind 3D game programming but also provides you with the practical experience you need to create your own games. As you create a first person shooter, you'll cover the techniques behind the programming, textures, and models that go into successful game creation. You'll also cover the Torque Engine and will learn how to integrate sound and music into your game. 3D Game Programming All in One provides you with the training, experience, and tools you need to turn your dreams of game creation into reality.

[**Advanced Java Game Programming**](#) David Wallace Croft, 2004-04-01. Advanced Java Game Programming teaches you how to create desktop and Internet computer games using the latest Java programming language techniques. Whereas other Java game programming books focus on introductory Java material, this book covers game programming for experienced Java developers. David Wallace Croft, founder of the Game Developers Java Users Group GameJUG, has assembled an open source, reusable game library, a Swing animation engine that allows developers to use these techniques and put out new games very rapidly. The open source game

library also includes a reusable game deployment framework and a multiplayer networking library with HTTP firewall tunneling capability for applets All of the code is open source including the example games The animation has been scrupulously tested and optimized in the Swing environment and Croft clearly explains how the code works in great detail The graphics and audio libraries used in the examples are public domain and may also be used royalty free for creating new games *Game Programming Tricks of the Trade* Lorenzo D. Phillips, 2002 Every topic covered in this book can be directly applied to games that cross genres The CD includes trial versions of Paintshop Pro 7 a compiler a 3D modeling tool and more

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