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Descrizione fisica	1 online resource (XXVIII, 633 p. 474 illus. in color.)
Disciplina	794.81526
Soggetti	Computer games—Programming Java (Computer program language) Game Development Java
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes index.
Nota di contenuto	1: The Different Faces of Java: Create a Java 9 Development Workstation -- 2: An Introduction to Content Creation: 2D New Media Asset Fundamentals -- 3: Advanced 3D Content Rendering: 3D Asset Concepts and Principles -- 4: An Introduction to Game Design: Game Design Concepts, Genres, Engines and Techniques -- 5: A Java Primer: Introduction to Java Concepts and Principles -- 6: Setting Up Your Java 9 IDE: An Introduction to NetBeans 9 -- 7: Introduction to JavaFX 9: Overview of the JavaFX New Media Engine -- 8: JavaFX 9 Scene Graph Hierarchy: A Foundation for Java 9 Game Design -- 9: JavaFX 9 User Interface Design: The Front End for Java 9 Game Design -- 10: User Interface Design Interactivity: Event Handling and Imaging Effects -- 11: 3D Scene Configuration: Using the PerspectiveCamera and PointLight -- 12: 3D Model Design and Primitives: Using JavaFX 9 Shape3D Classes -- 13: 3D Model Shader Creation: Using the JavaFX 9 PhongMaterial Class -- 14: 3D Model Hierarchy Creation: Using Primitives to Create a Gameboard -- 15: 3D Game Play UI Creation: Using the Sphere Primitive to Create a UI Node -- 16: 3D Game Animation Creation: Using the Animation Transition Classes -- 17: i3D Game Square Selection: Using the PickResult Class with 3D Models -- 18: 3D GamePlay Design: Creating Your Game Content Using GIMP and Java -- 19: Game Content Engine: AI Logic with Random Content

Selection Methods -- 20: Coding GamePlay: Setup Game Play Methods and Animated Camera View -- 21: Questions and Answers: Finishing the Setup Methods and Digital Audio -- 22: Scoring Engine: Creating the Score UI Layout and Scoring the Content -- 23: Completing the Game Play Code and Player Proofing Your Event Handling -- 24: Optimizing Game Assets and Code, and Game Profiling Using NetBeans.

Sommario/riassunto

Use Java 9 and JavaFX 9 to write 3D games for the latest consumer electronics devices. Written by open source gaming expert Wallace Jackson, this book uses Java 9 and NetBeans 9 to add leading-edge features, such as 3D, textures, animation, digital audio, and digital image compositing to your games. Along the way you'll learn about game design, including game design concepts, genres, engines, and UI design techniques. To completely master Java 3D game creation, you will combine this knowledge with a number of JavaFX 9 topics, such as the scene graph hierarchy; 3D scene configuration; 3D model design and primitives; model shader creation; and 3D game animation creation. With these skills you will be able to take your 3D Java games to the next level. The final section of Pro Java 9 Games Development puts the final polish on your abilities. You'll see how to add AI logic for random content selection methods; harness a professional scoring engine; and player-proof your event handling. After reading Pro Java 9 Games Development, you will come away with enough 3D expertise to design, develop, and build your own professional Java 9 games, using JavaFX 9 and the latest new media assets. You will:

- Design and build professional 3D Java 9 games, using NetBeans 9, Java 9, and JavaFX 9
- Integrate new media assets, such as digital imagery and digital audio
- Integrate the new JavaFX 9 multimedia engine API
- Create an interactive 3D board game, modeled, textured, and animated using JavaFX
- Optimize game assets for distribution, and learn how to use the Java 9 module system.
