1.	Record Nr.	UNINA9910456634103321
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	Titolo	Papervision3D essentials [[electronic resource]] : create interactive Papervision3D applications with stunning effects and powerful animations / / Jeff Winder, Paul Tondeur
	Pubbl/distr/stampa	Birmingham, UK, : Packt Publishing, 2009
	ISBN	1-282-28248-4
		9786612282485
		1-84719-573-3
	Descrizione fisica	1 online resource (428 p.)
	Altri autori (Persone)	TondeurPaul
	Disciplina	006.693
	Soggetti	Computer animation
		Three-dimensional imaging
		Electronic books.
	Lingua di pubblicazione	Inglese
	Formato	Materiale a stampa
	Livello bibliografico	Monografia
	Note generali	Includes index.
	Nota di contenuto	Cover; Table of Contents; Preface; Chapter 1: Setting Up; Downloading Papervision3D; Difference between compiled and non-compiled source code; What is Subversion?; What's inside the ZIP?; And what's inside the SWC?; Choosing between the SWC, the ZIP, and the SVN; Downloading the non-compiled source using SVN; On Windows; On Mac OS X; Downloading the non-compiled source in the ZIP file; Downloading the compiled source; Configuring your authoring tool for Papervison3D; Configuring Flash; Set the path to the non-compiled source code in Flash (CS3 and CS4)
		Set the path to the compiled source code in Flash (Only CS4)Running an example in Flash; Configuring Flex Builder and Flash Builder; Importing an example project; Setting the path to the non-compiled source code in Flex and Flash Builder; Setting the path to the SWC in Flex and Flash Builder; Running the example in Flex Builder and Flash Builder; Where to find the Papervision3D documentation; Summary; Chapter 2: Building Your First Application; Introduction to classes and object-oriented programming; Creating a custom class; Inheritance; Working with the Document Class/Main Application File

Setting up the document class for FlashSetting up the document class for Flex Builder and Flash Builder; Basics of a 3D scene in Papervision3D; Scene; Camera; Viewport; 3D Objects; Material; Render engine; Left-handed Cartesian coordinate system; Creating a basic class for Papervision3D; The basic document class; Finalizing your first application; Smart programmers use less code; Preparing for the book examples; Working with the BookExampleTemplate class; Summary; Chapter 3: Primitives; The basic elements of 3D objects; Vertices; Triangles; The rendering pipeline

Creating and adding primitivesPlane; Sphere; Cylinder; Cone; Cube; PaperPlane; Arrow; Nesting; World space versus local space; Creating a pivot point with DisplayObject3D; Accessing vertices; Example-building a sphere of spheres; Summary; Chapter 4: Materials; Introduction to materials; Basic properties; Basic materials; Wireframe material; Color material; Three ways of using bitmaps as a material; BitmapMaterial; Using a bitmap shape as material that is generated by code; Manually loading and assigning an external bitmap as material; BitmapFileMaterial; BitmapAssetMaterial

Two ways of using a movie clip as materialMovieMaterial; MovieAssetMaterial; VideoStreamMaterial; Combining materials; Interactivity; Material interactivity; Using ButtonMode; Defining the event listeners; Object interactivity; Tips and tricks; Tiling; Flipping your material; Power of two textures; Example-creating a carousel; Summary; Chapter 5: Cameras; Cameras inherit from DisplayObject3D; Basic camera settings; Focus and field of view; Zoom; Zoom, focus, and field of view relate to each other; Near and far; Camera types; The target camera; The free camera

Demonstrating the difference between the free camera and the target camera

Sommario/riassunto	Create interactive Papervision 3D applications with stunning effects and powerful animations