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	Titolo	Papervision3D essentials [[electronic resource]] : create interactive Papervision3D applications with stunning effects and powerful animations / / Jeff Winder, Paul Tondeur
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	Descrizione fisica	1 online resource (428 p.)
	Altri autori (Persone)	TondeurPaul
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	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

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