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Sommario/riassunto	Whether you want to design 3D games with Java for love or for money, this is the primer you need to start using the free libraries of jMonkeyEngine 3.0. All hands on, all fun – it makes light work of learning. Create 3D games that run on Android devices, Windows, Mac OS, Linux desktop PCs and in web browsers – for commercial, hobbyists, or educational purposes. Follow end-to-end examples that teach essential concepts and processes of game development, from the basic layout of a scene to interactive game characters. Make your artwork come alive and publish your game to multiple platforms, all from one unified development environment. In Detail jMonkeyEngine 3.0 is a powerful set of free Java libraries that allows you to unlock your imagination, create 3D games and stunning graphics. Using jMonkeyEngine's library of time-tested methods, this book will allow you to unlock its potential and make the creation of beautiful interactive 3D environments a breeze. "jMonkeyEngine 3.0 Beginner's Guide" teaches aspiring game developers how to build modern 3D games with Java. This primer on 3D programming is packed with best

practices, tips and tricks and loads of example code. Progressing from elementary concepts to advanced effects, budding game developers will have their first game up and running by the end of this book. From basic concepts and project creation to building a complex 3D Game, you will learn to layout 3D scenes, make them interactive and add various multi-media effects. You will find answers to common questions including best practices and approaches, how game characters can act and interact, how to simulate solid walls and physical forces, how to take it online to play over a network and much more. From Zero to Hero, start your journey to make your game idea a reality.
