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Nota di contenuto	Cover; Copyright; Credits; About the Author; About the Reviewers; Table of Contents; Preface; Chapter 1: Installing Ogre 3D; Downloading and installing Ogre 3D; Time for action - downloading and installing Ogre 3D; Different versions of the Ogre 3D SDK; Exploring the SDK; The Ogre 3D samples; Time for action - building the Ogre 3D samples; The first application with Ogre 3D; Time for action - starting the project and configuring the IDE; ExampleApplication; Loading the first model; Time for action - loading a model; Summary; Chapter 2: The Ogre Scene Graph; Creating a scene node Time for action - creating a scene node with Ogre 3DHow to work with the RootSceneNode; 3D space; Scene graph; Setting the position of a scene node; Time for action - setting the position of a scene node; Rotating a scene node; Time for action - rotating a scene node; Scaling a scene node; Time for action - scaling a scene node; Using a scene graph the clever way; Time for action - building a tree using scene nodes; Have a go hero - adding a following ninja; Different spaces in a scene; Time for action - translating in World space; Different spaces in a 3D scene; Translating in local space Time for action - translating in local and parent spaceRotating in

different spaces; Time for action - rotating in different spaces; Scaling in different spaces; Summary; Chapter 3: Camera, Light, and Shadow; Creating a plane; Time for action - creating a plane; Representing models in 3D; Adding a point light; Time for action - adding a point light; Adding a spotlight; Time for action - creating a spotlight; Spotlights; Directional lights; Time for action - creating a directional light; The missing thing; Time for action - finding out what's missing; Adding shadows
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Creating a camera; Time for action - creating a camera; Creating a viewport; Time for action - doing something that illustrates; the thing "in action"; Summary; Chapter 4: Getting User Input and Using the Frame Listener; Preparing a scene; Time for action - preparing a scene; Adding movement to the scene; Time for action - adding movement to the scene; FrameListener; Modifying the code to be time based rather than frame based; Time for action - adding time-based movement; Adding input support; Time for action - adding input support; Window handle
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Time for action - controlling Sinbad; Adding a camera; Time for action - making the camera work again; Mouse state; Adding wireframe and point render mode; Time for action - adding wireframe and point render mode; Adding a timer; Time for action - adding a timer; Summary; Chapter 5: Animating models with Ogre 3D; Adding animations; Time for action - adding animations; Playing two animations at the same time; Time for action - adding a second animation; Let's walk a bit; Time for action - combining user control and animation; Adding swords
Time for action - adding swords

Sommario/riassunto

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