VRML 2 0 Sourcebook

By Andrea L. Ames

John Wiley & Sons. Paperback. Book Condition: New. Paperback. 688 pages. Dimensions: 9.1in. x 7.6in. x 1.7in.THE BEST BOOK AVAILABLE ON VRMLFROM THE ONLY PEOPLE WHO COULD HAVE WRITTEN ITIt took a team of experts from SDSC (the San Diego Supercomputer Center) to write the most authoritative and comprehensive guide available for creating 3-D virtual worlds on the Internet with VRML. Focusing on step-by-step guidance and insider tips and tricks, this task-oriented guide contains everything you need to make optimum use of this new technology. Totally rewritten for Version 2. 0, this book explains: How to design complex objects for your virtual world using VRML How to use special lighting, viewpoints, and professional graphics techniques to create extremely realistic worlds How to animate objects in and write scripts for your 3-D world with behaviors. Packed with fascinating and instructive examples, diagrams, and screen captures, VRML 2. 0 Sourcebook is an invaluable technical resource for professional developers and hobbyists alike. This item ships from multiple locations. Your book may arrive from Roseburg,OR, La Vergne,TN. Paperback.

READ ONLINE
[1.89 MB]

Reviews

It in a single of the best pdf. Of course, it can be enjoy, still an amazing and interesting literature. I discovered this publication from my i and dad encouraged this pdf to learn.
-- Baron Steuber

The ideal publication i possibly go through. It is amongst the most awesome publication we have study. I am just easily will get a satisfaction of studying a published publication.
-- Shanie Cartwright