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**Welcome**

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Welcome

**Introduction to Programming with Java 3D**

**Welcome to the tutorial!**

Welcome  
**Tutorial schedule**

**Morning**

- Section 1 Introduction, Scene graphs, Shapes, Appearance
- Section 2 Groups, Transforms, Texture mapping, Lighting

**Afternoon**

- Section 3 Universes, Viewing, Input, Behaviors
- Section 4 Interpolators, Picking, Backgrounds, Fog

**Extended notes**

- Section 5 Text geometry, Advanced texture mapping, Sound, Sound environment

**Tutorial scope**

- This tutorial will:
  - Introduce Java 3D concepts and terminology
  - Discuss important Java 3D classes
  - Illustrate how to write a Java 3D application or applet
  - Discuss typical usage patterns, techniques, and tricks

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**What is Java 3D?**

- Java 3D is an interactive 3D graphics *Application Programming Interface (API)* for building applications and applets in Java
- A means for developing and presenting 3D content
- Designed for *Write once, run anywhere*
  - Multiple platforms (processors and pipes)
  - Multiple display environments
  - Multiple input devices