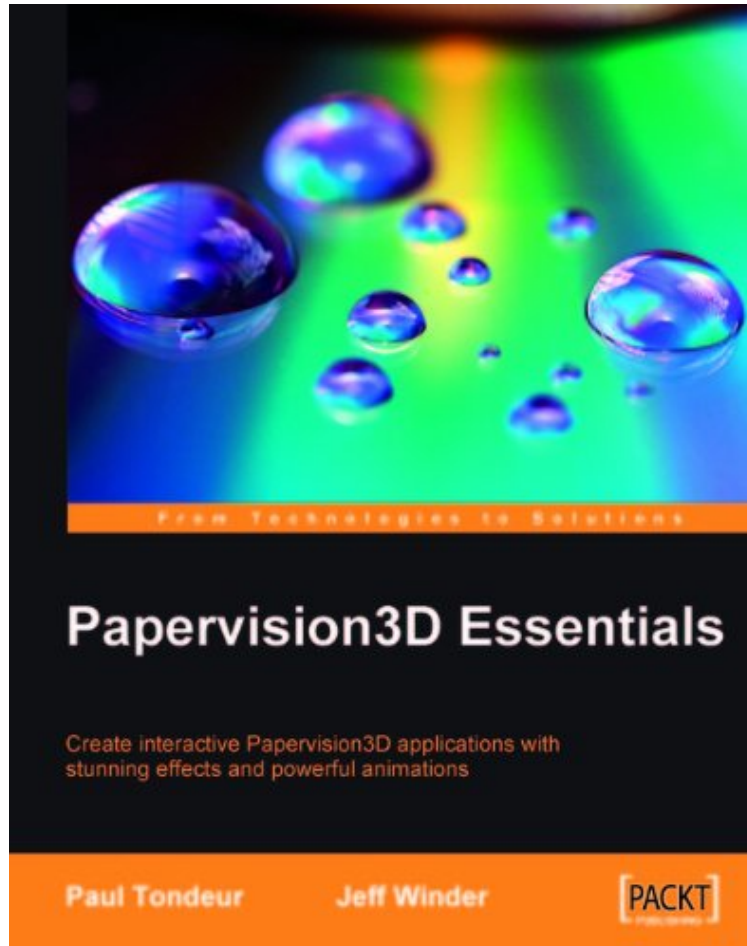


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## Papervision3D Essentials

Von Paul Tondeur, Jeff Winder  
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**Von Paul Tondeur, Jeff Winder : Papervision3D Essentials** before purchasing it in order to gage whether or not it would be worth my time, and all praised Papervision3D Essentials:

Kundenrezensionen Hilfreichste Kundenrezensionen 2 von 2 Kunden fanden die folgende Rezension hilfreich. Schritt für Schritt zum Ziel Von Edgar Kaestner Die schier unendlich vielen Möglichkeiten, mit Papervision3D ansprechende und sinnvolle 3D-Anwendungen für Webseiten zu entwickeln, werden in diesem Buch anhand von Workshops klar und schrittweise erklärt. Die einzelnen Klassen und Methoden sind eine sinnvolle Ergänzung zu Flash CS4. Das Buch ist ein Muss für alle, die Papervision3D kennenlernen und verstehen möchten. 0 von 0 Kunden fanden die folgende Rezension hilfreich. Absolut gelungenes Buch Von Aurora Dieses Buch ist ein wirklich gelungenes Nachschlage- und Einführungswerk für alle, die sich mit Papervision3D beschäftigen wollen. Als Voraussetzung sollten Programmierkenntnisse in Actionscript 3.0 vorhanden sein, um die Beispielprogramme schnell nachvollziehen zu können. Das Englisch in diesem Buch ist einfach zu verstehen, auch für jmd. der nicht so gute Englischkenntnisse besitzt. Es wird zunächst erläutert wie man Papervision benutzt und anschließend wird eine Einführung in den generellen

Aufbau einer Papervisionsszene gegeben. Danach werden Dinge wie Materialien, Shading, Einbindung externer Models, Performanceoptimierung, Interaktivität usw. gegeben. Schade finde ich persönlich, dass die Abbildungen alle in schwarz-wei gehalten sind, allerdings ist in dem Buch ein Link, der die Beispielapplikationen zum Download zur Verfügung stellt, so dass man auch die Möglichkeit hat, sich alles in Farbe anzugucken und natürlich auch zu die Beispiele zu testen. Ich kann es auf jeden Fall nur weiterempfehlen!

**Kurzbeschreibung** This book is a step-by-step guide, which starts at an easy level for beginners and then gradually works to more advanced topics bit-by-bit. It covers code examples explained in detail and also a number of demos, which illustrate theoretical concepts. This book can also be used as a reference guide by readers who have already mastered Papervision3D. This book is aimed at readers who want to get started with Papervision3D. The book is also aimed at Flash and 3D developers wanting to extend and amplify their existing development skills, empowering them to build new types of applications. The book assumes that you have some experience with ActionScript 3.0, but you do not have to be familiar with classes and Object Oriented Programming; an introduction on these topics is included.

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**ber den Autor und weitere Mitwirkende** Paul Tondeur is an internet entrepreneur who lives and works in Amsterdam, the Netherlands. He started as a freelance PHP and Flash developer during his study multimedia technology in 2003. After successfully completing his study he was asked to become the CTO of a Dutch online marketing agency in 2004. At this company he developed a strong interest for 3D and got the chance to get professionally involved as the technical lead for serious Second Life projects. Second Life was too limited to fulfill his needs to create accessible interactive multiplayer 3D on the web and this is when he found out about Papervision3D during the early days. Because of his passion for the Flash platform this was love at first sight. At the beginning of 2009, Paul decided he had to take more advantage of his technical skills as an internet entrepreneur. Currently he helps other companies as a Unity, Papervision3D, Red5 and mobile streaming consultant. Together with a team of people around him, he is also involved in creating a browser based MMO, incorporating the usage of Red5, Unity, Flash and Papervision3D. URL: [www.paultondeur.com](http://www.paultondeur.com)

Jeff Winder is an independent Flash developer living and working in Amsterdam, the Netherlands. He discovered Flash and ActionScript in 2003, mainly creating timeline animation, but was soon gripped by non-timeline coding. He has a special interest in new technologies that are related to Flash, especially open-source projects such as WiiFlash, FLARToolKit, and Papervision3D. Jeff acquired an MSc in Social Psychology at the University of Amsterdam. He is also a passionate musician, playing guitar and drums. Since 2006 Jeff has been self-employed and working for leading agencies. URL: <http://www.jeffwinder.nl>