jMonkeyEngine 3.0 Game Development: A Practical Guide

Richard Reese, Justin Johnson

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Are you interested in developing cutting-edge 3D games? Do you want to master jMonkey 3.0's fully-featured graphics and game technologies? If so, then this book is for you!

jMonkeyEngine 3.0 is a high level Open Source game development environment that supports advanced 3D graphics, techniques, and hardware. Built on Java, it is integrated with OpenGL and its SDK is built on Netbeans. The jMonkey platform allows developers to build sophisticated high-end 3D graphics and game environments to create games with the feel and appearance that top developers demand.

Who this book is for: This book is for developers who are familiar with Java and interested in learning how to develop games and graphic applications using JME3. Readers who are interested in understanding both the mechanics of 3D graphics and game design will find this a useful and rewarding book.

In this book:

Learn how to develop 3D games using Java and JME3

Discover how to create and manipulate scene graphs

Learn how to use lighting and materials to create gripping graphics

Create first-class landscapes and models

Explore JME's physics engine to develop realistic worlds

Learn how to support multiple players and embed AI techniques

Develop a space-based game that illustrates the techniques presented across the book

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