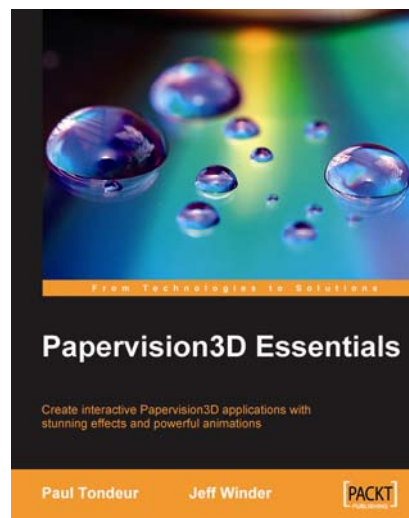




Papervision3D Essentials

Paul Tondeur
Jeff Winder



Chapter No. 8 **"External Models"**

In this package, you will find:

A Biography of the authors of the book

A preview chapter from the book, Chapter NO.8 "External Models"

A synopsis of the book's content

Information on where to buy this book

About the Authors

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. You can contact him at <http://www.jeffwinder.nl>.

[Jeff wrote chapters 1, 3, 5, 6, 10, 11, and 12.]

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I am not sure whether I should thank my close friends and family for their warm support, or apologize, for not being there for a while. Anyway, I deeply appreciate your patience and understanding, so to everyone who kept asking how the book was coming along—thank you!

I would also like to thank Paul. Writing this book together has been a rewarding experience.

Paul Tondeur is as an Internet entrepreneur who lives and works in Amsterdam, the Netherlands.

He started as a freelance PHP and Flash developer during his study of 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. However, Second Life was too limited to fulfill his needs to create accessible interactive multiplayer 3D content 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. You can contact him at <http://www.paultondeur.com>.

[Paul is the initiator of this book and wrote chapters 2, 4, 7, 8, 9, and 13.]

I would like to thank my family and friends who have been enormously patient and supportive while I was working on this book and had no time for social life. Especially my girlfriend—Marloes—has been of great support. She kept me inspired and motivated when I was working around the clock to finish this challenging task. Last, but not least I want to thank Jeff for being such an encouraging partner to write this book with.

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We both would like to thank the following people or groups of people. First of all, this book would never have been possible without the knowledge shared by the Papervision3D community, which we experienced as open and enthusiastic. The many blogs and tutorials have been an important source of information, along with all the questions and answers on the mailing list.

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Papervision3D Essentials

This book is about Papervision3D, an open source engine that brings 3D to the Flash Player. Papervision3D is an easy-to-use library written in ActionScript 3.0 that allows developers to create 3D in Flash. Papervision3D lets you build real-time 3D, giving you the tools to create exciting and interactive 3D experiences. From simple banners to advanced online campaigns and from creative portfolios to shooter or racing games, the possibilities are numerous. Because it runs in Flash, you can easily put it on the web, or make it available as installable AIR application.

Getting started with Papervision3D can be quite a challenge due to several initial steps that need to be taken such as downloading the source, installing new tools, and unfamiliarity with custom classes. This book shows you how to download Papervision3D and how to make it work in Flash, Flex Builder, and Flash Builder. A short and down-to-earth introduction to working with classes is included and in a walk-through you will build your first application. From here on, we take a closer look at the engine, discussing a broad range of topics. We will examine how to work with built-in 3D objects, use cameras, and apply materials. Many examples and demos are included, illustrating how to animate cameras, objects and light, and load custom-made models. To add more realism to your objects, you will learn how to add special effects and shaders. After reading this book, you will also know how to optimize the performance and quality of your projects.

This book covers the basics, but is by no means only for beginners. The thorough explanation of the engine and the numerous tricks and tips make it a valuable resource for every Papervision3D user.

For More Information: www.packtpub.com/papervision3d-essentials/book

