



Papervision3D Essentials

Paul Tondeur, Jeff Winder

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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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