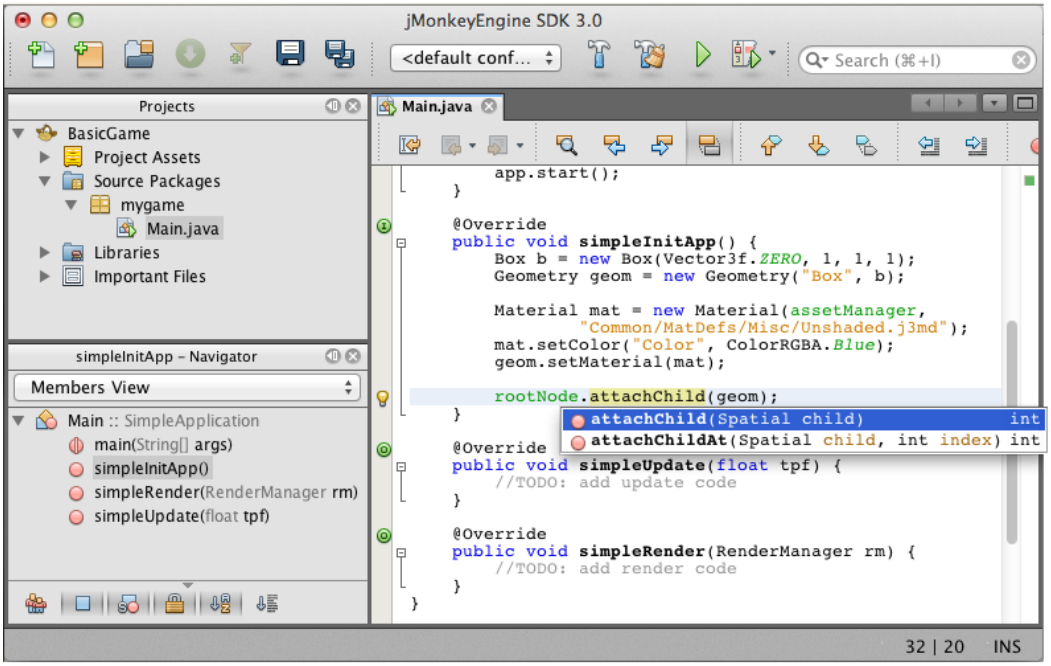
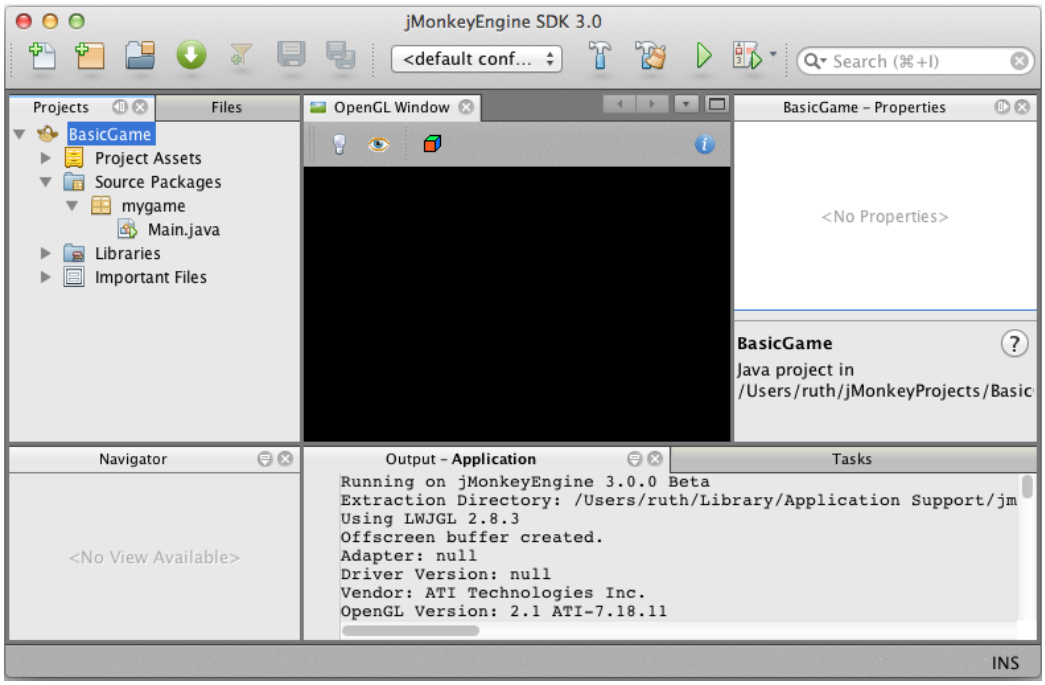
Colored Images

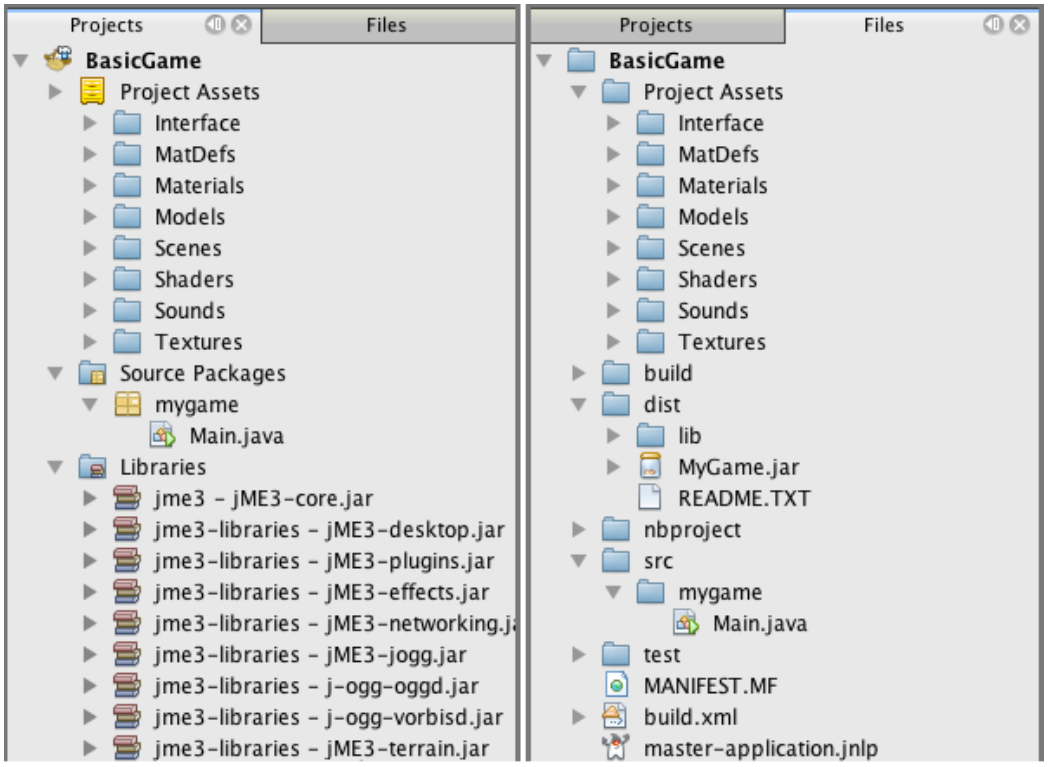
Colored images from the Preface

Frames per second: 100

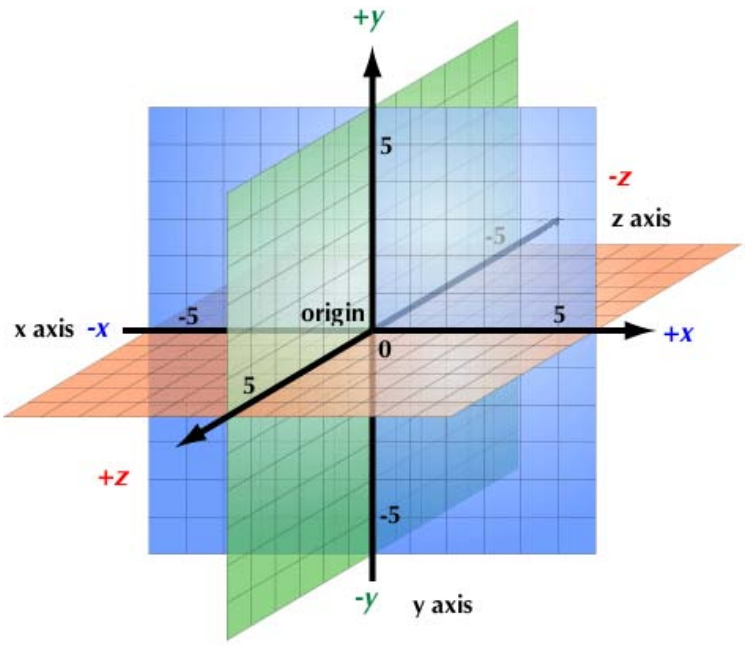
Chapter 1: Installing jMonkeyEngine

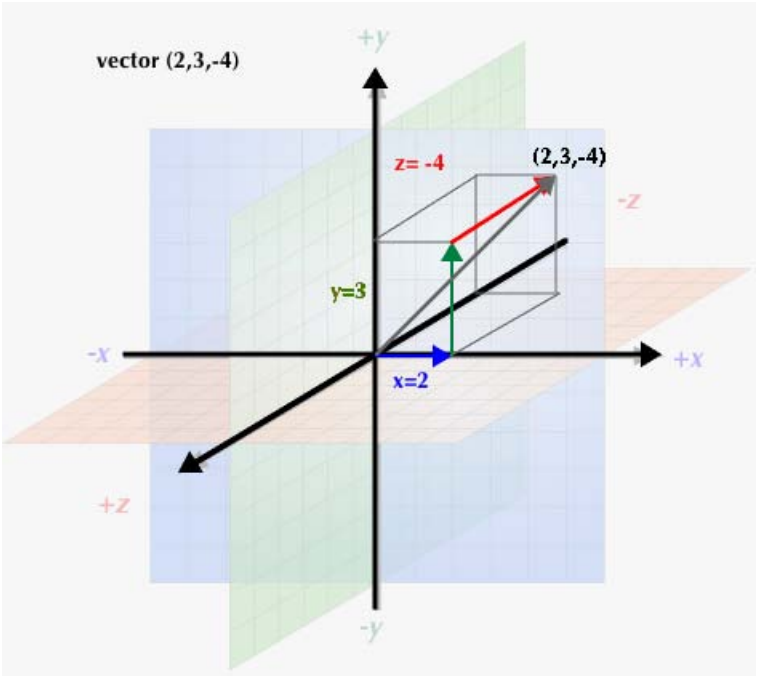


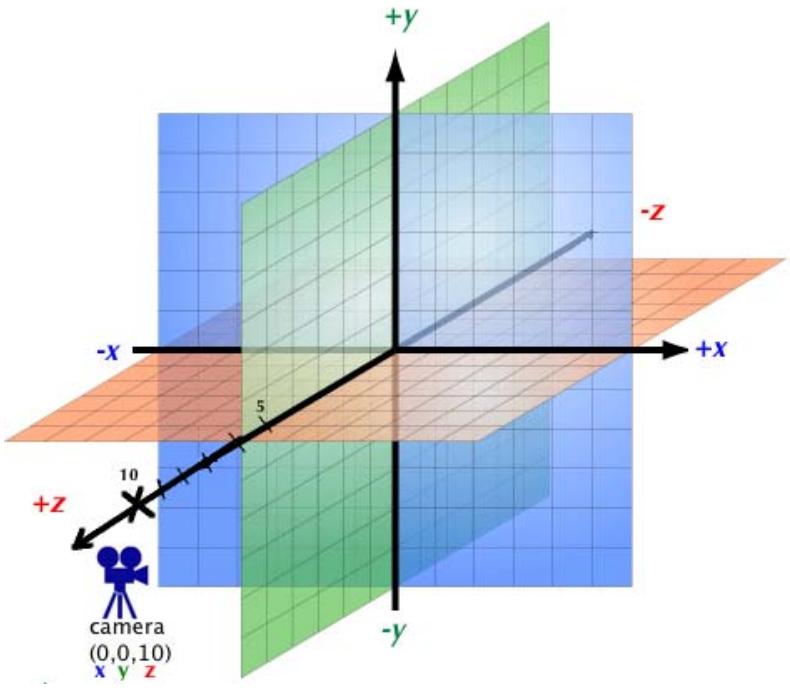



Projects
Files
BasicGame
Project Assets
Interface
MatDefs
Materials
Models
Scenes
Shaders
Sounds
Textures
Source Packages
mygame
Main.java
Libraries
jme3 - jME3-core.jar
jme3-libraries - jME3-desktop.jar
jme3-libraries - jME3-plugins.jar
jme3-libraries - jME3-effects.jar
jme3-libraries - jME3-networking.j
jme3-libraries - jME3-jogg.jar
jme3-libraries - j-ogg-oggd.jar
jme3-libraries - j-ogg-vorbisd.jar
jme3-libraries - jME3-terrain.jar
Projects
Files
BasicGame
Project Assets
Interface
MatDefs
Materials
Models
Scenes
Shaders
Sounds
Textures
build
dist
lib
MyGame.jar
README.TXT
nbproject
src
mygame
Main.java
test
MANIFEST.MF
build.xml
master-application.jnlp

Chapter 2: Creating Your First 3D Scene

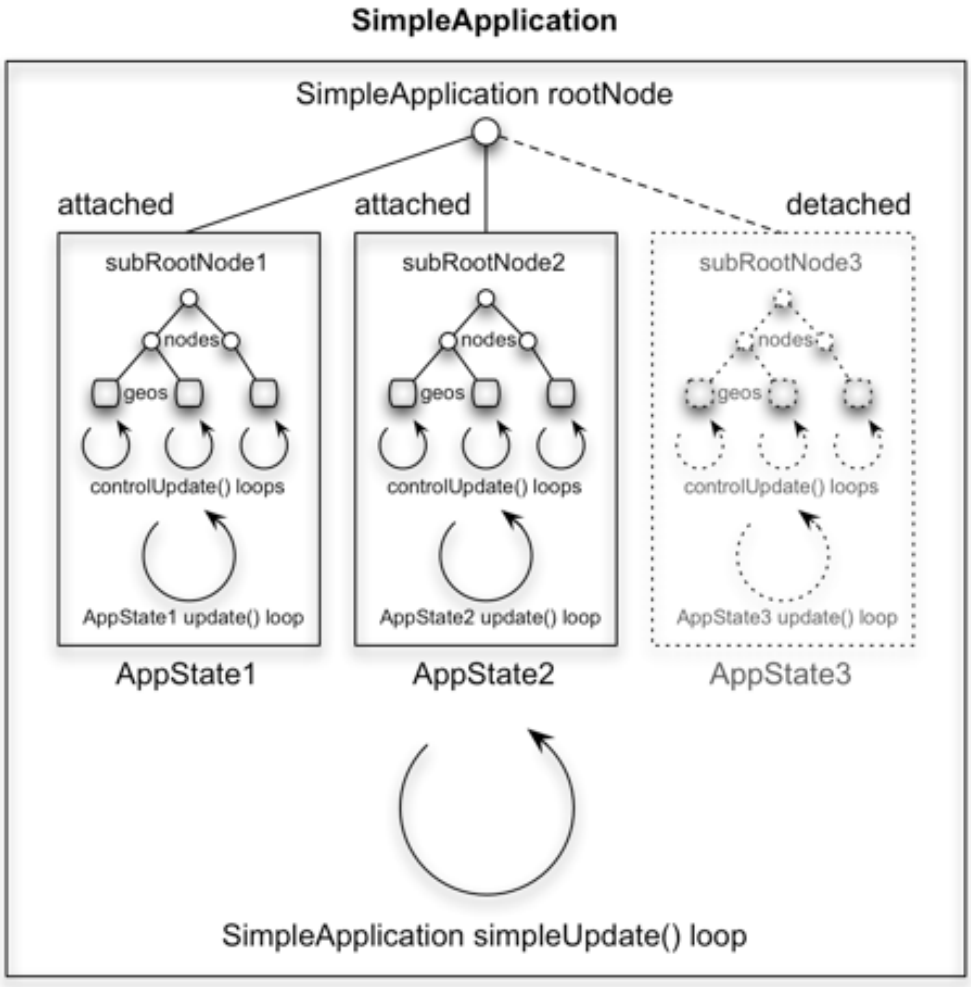




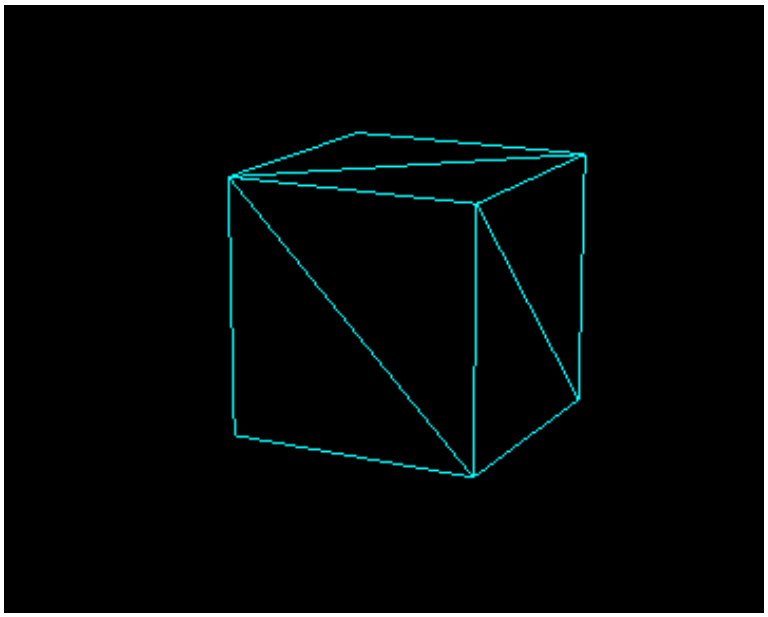

+y
-z
-x
+x
5
10
+z
camera
(0,0,10)
x y z
-y

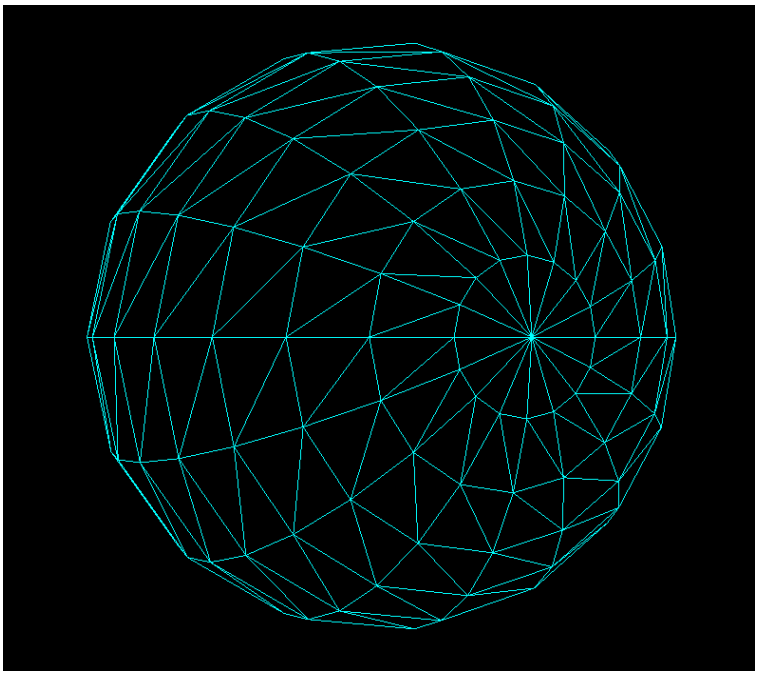
Chapter 3: Interacting with the User

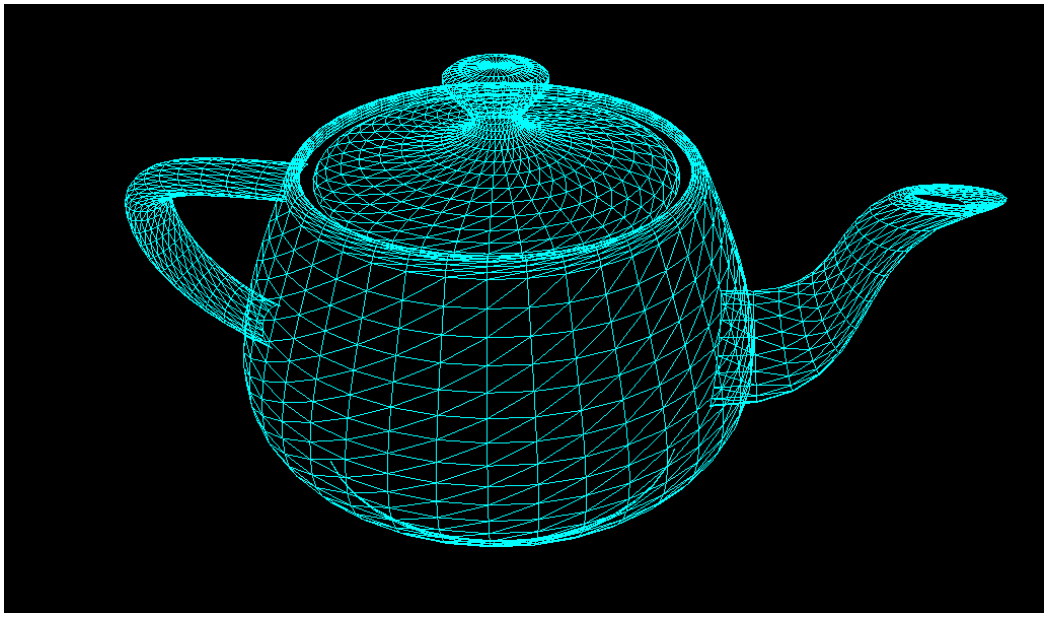
Refer to this image for Chapter 3 Page 81:

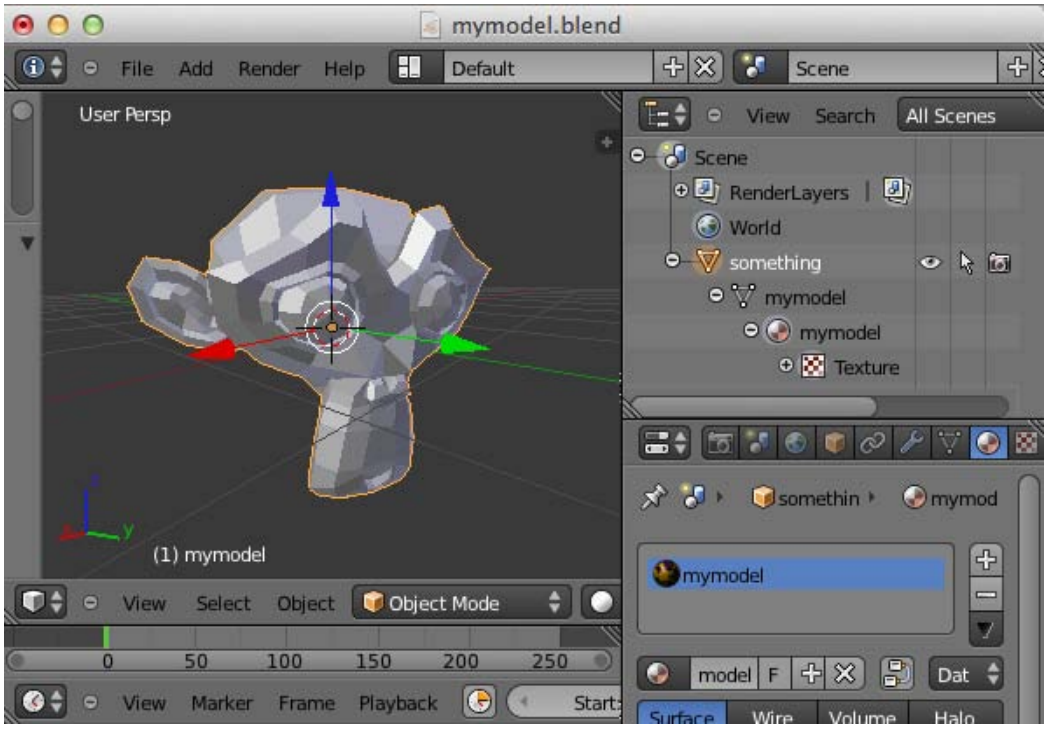


Chapter 4: Adding Character to Your Game

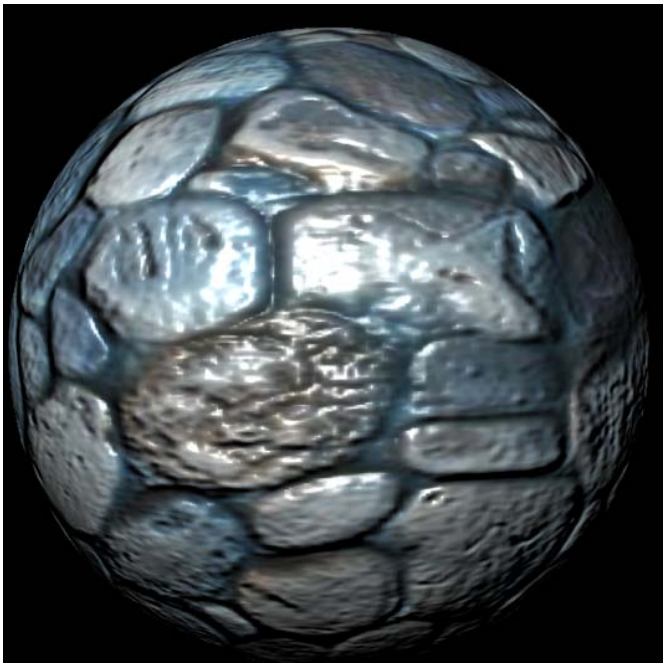


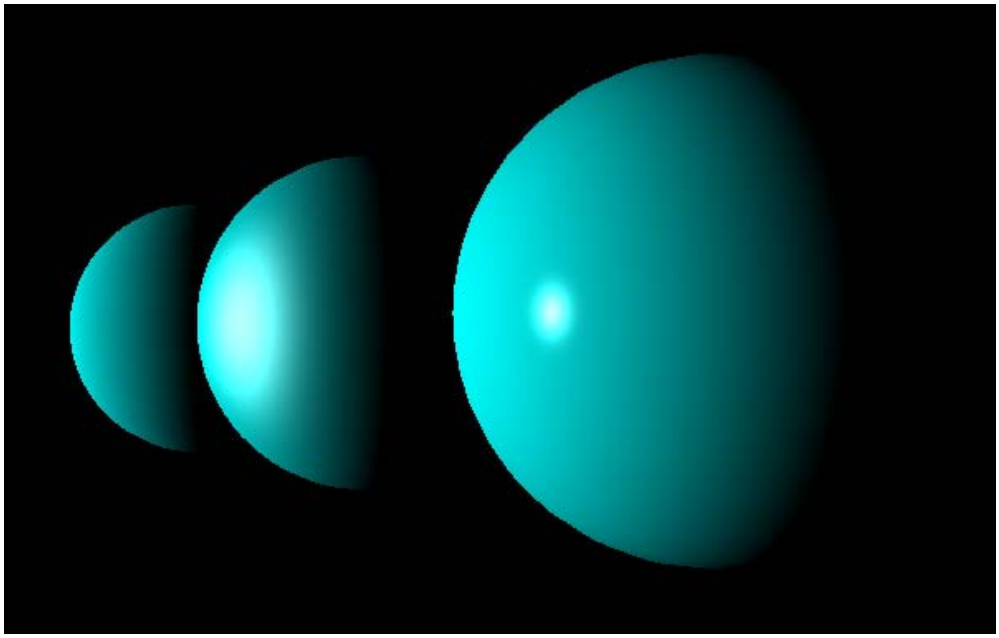


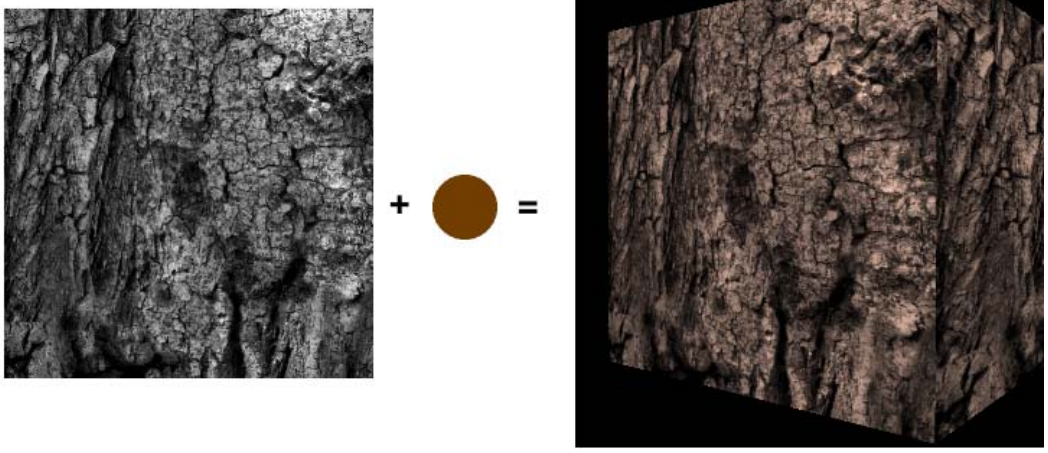


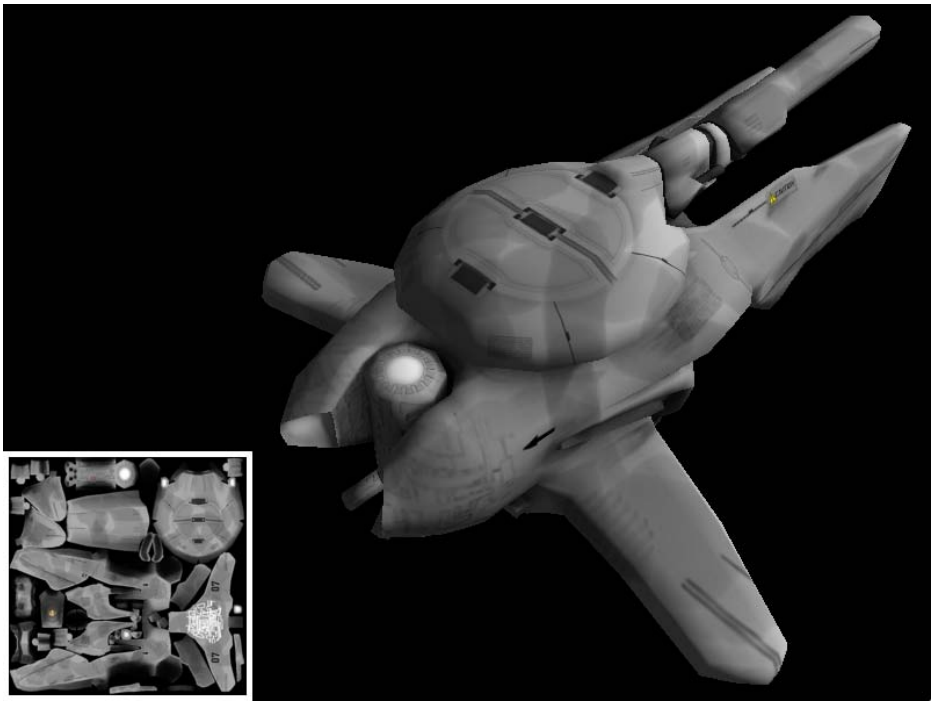

mymodel.blend
File
Add
Render
Help
Default
Scene
User Persp
View
Search
All Scenes
Scene
RenderLayers
World
something
mymodel
mymodel
Texture
somethin
mymod
mymodel
(1) mymodel
View
Select
Object
Object Mode
0
50
100
150
200
250
View
Marker
Frame
Playback
model
F
Dat
Surface
Wire
Volume
Halo

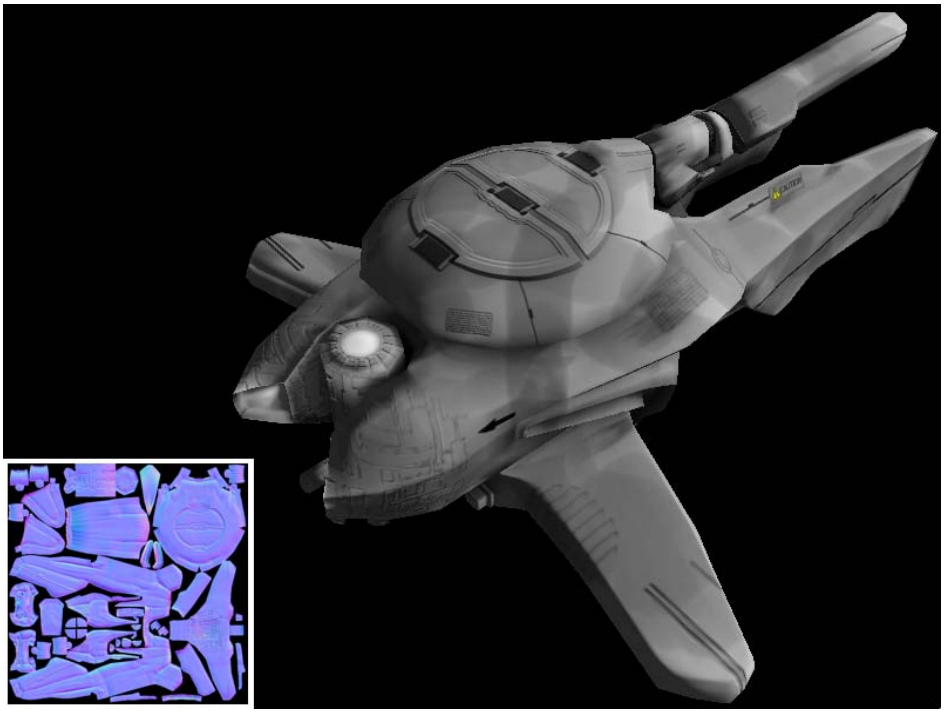
Chapter 5: Creating Materials

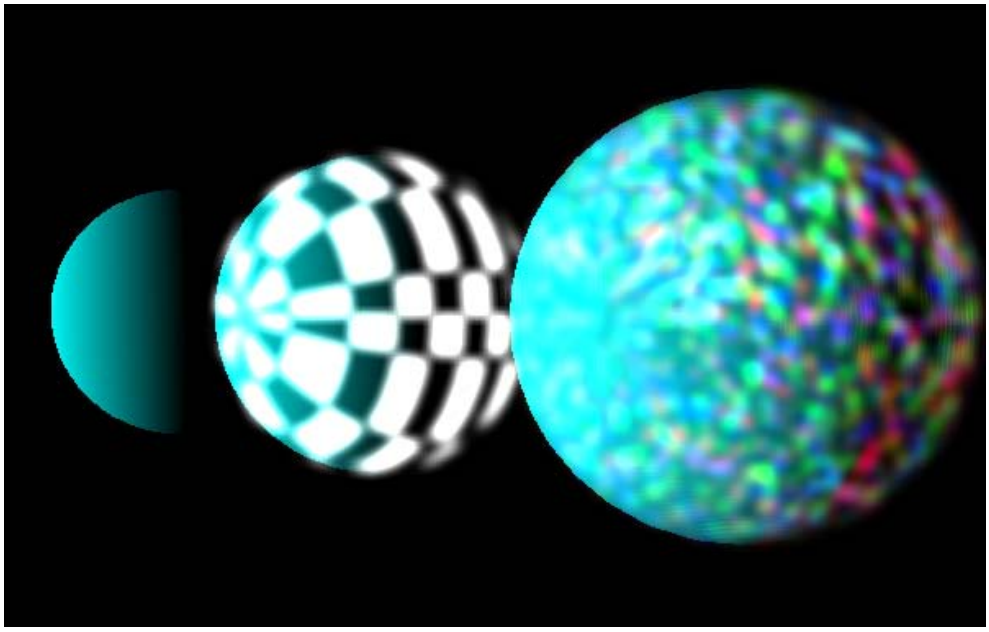




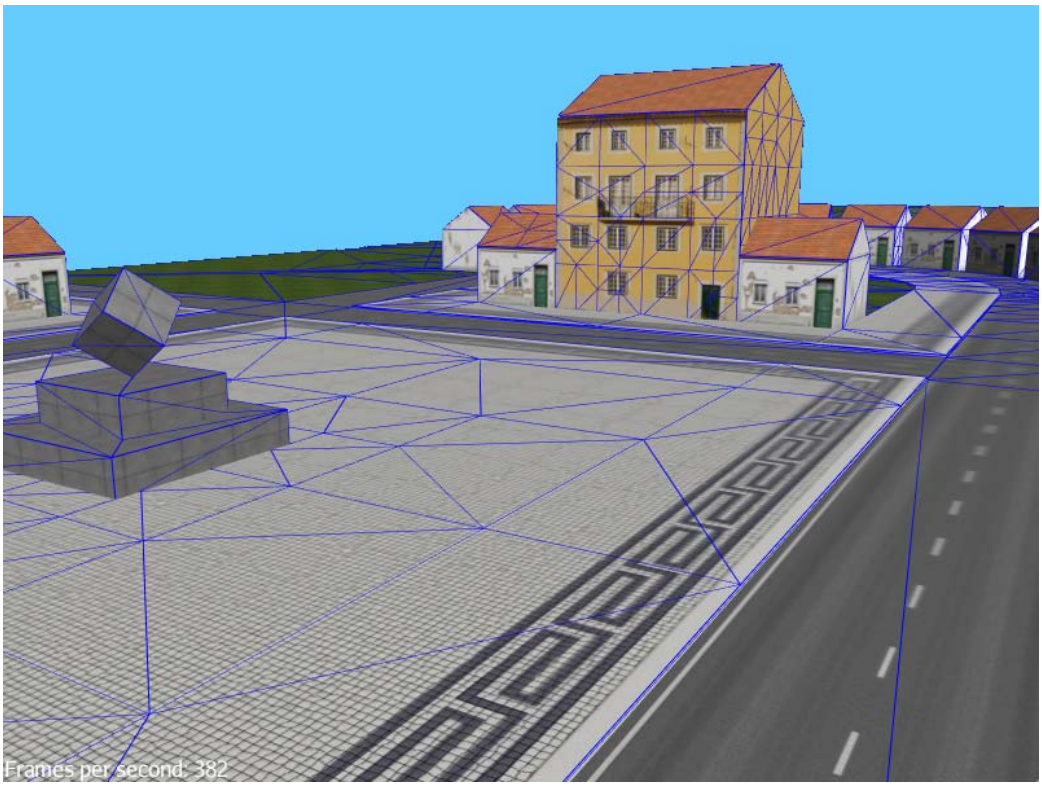


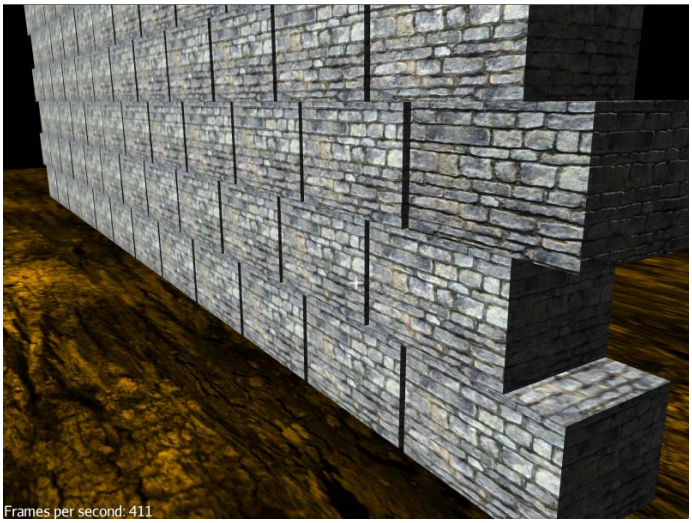


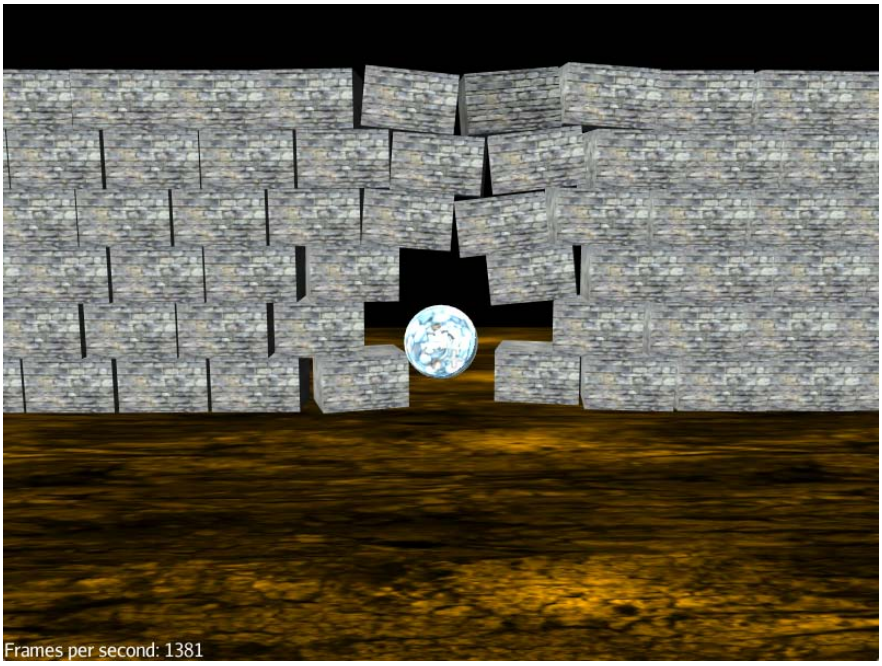




Chapter 6: Having Fun with Physics



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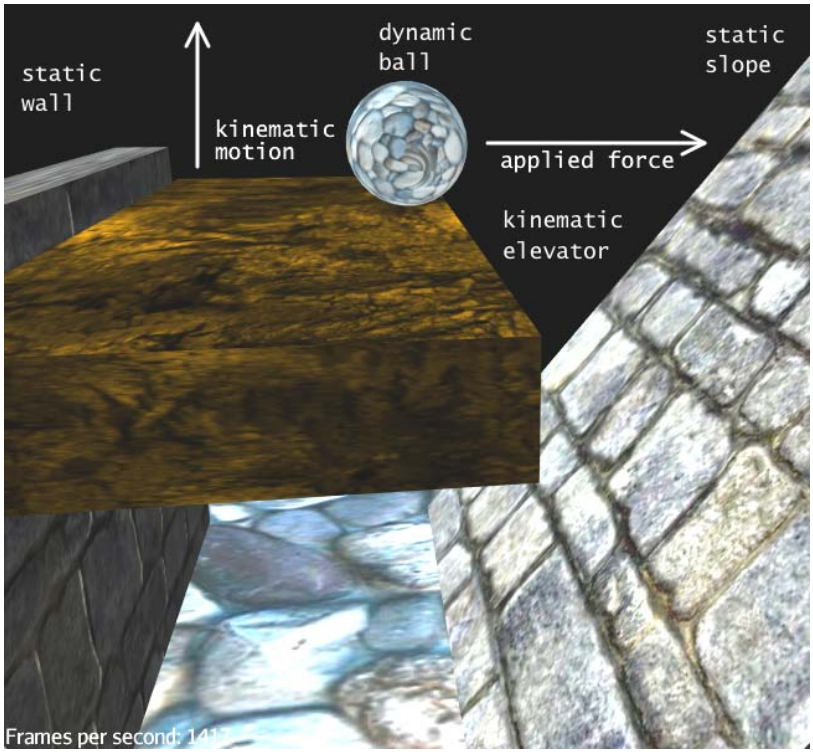
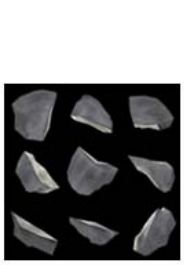
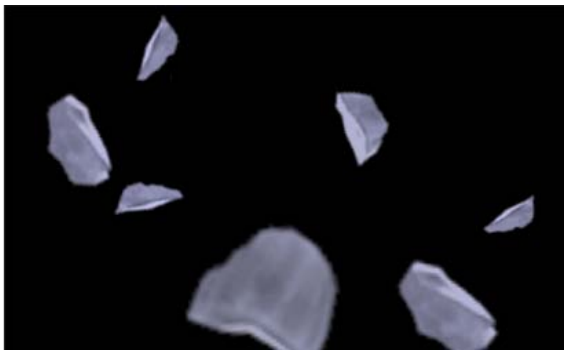
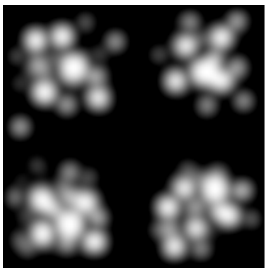
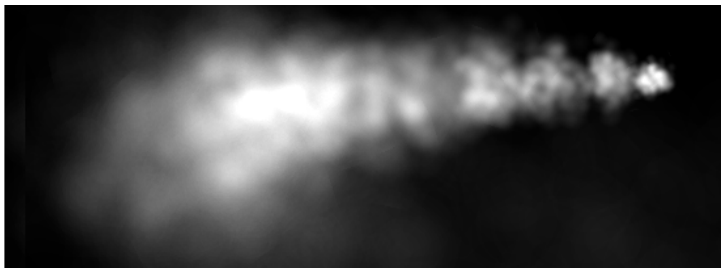

static
wall
dynamic
ball
static
slope
kinematic
motion
applied force
kinematic
elevator
Frames per second: 141

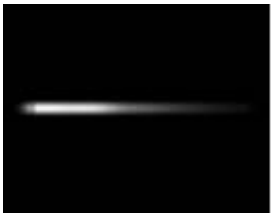
Chapter 7: Adding Spark to Your Game

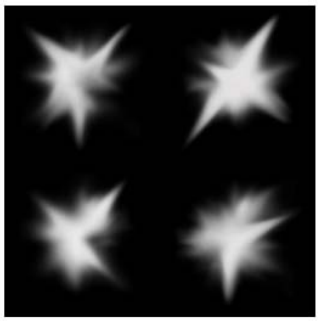


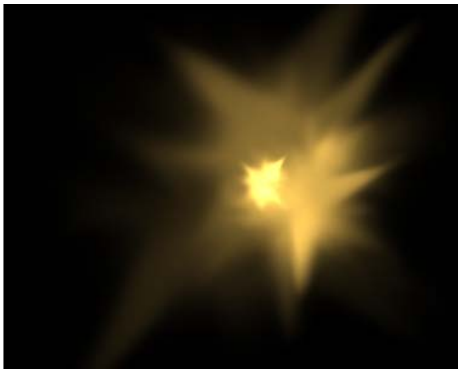


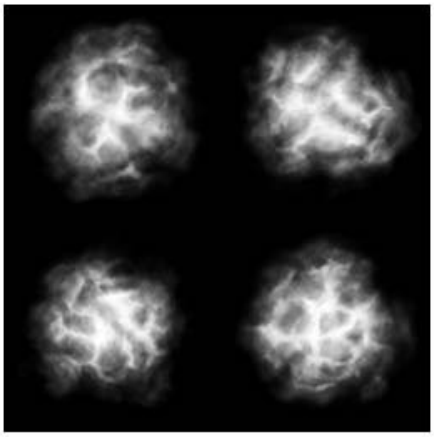


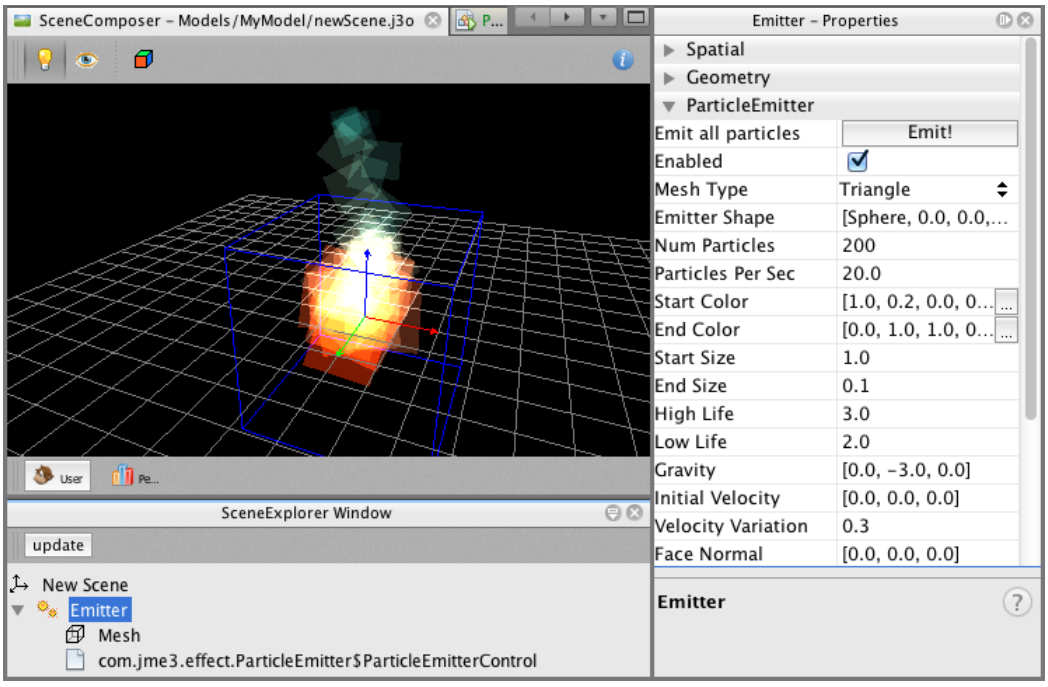


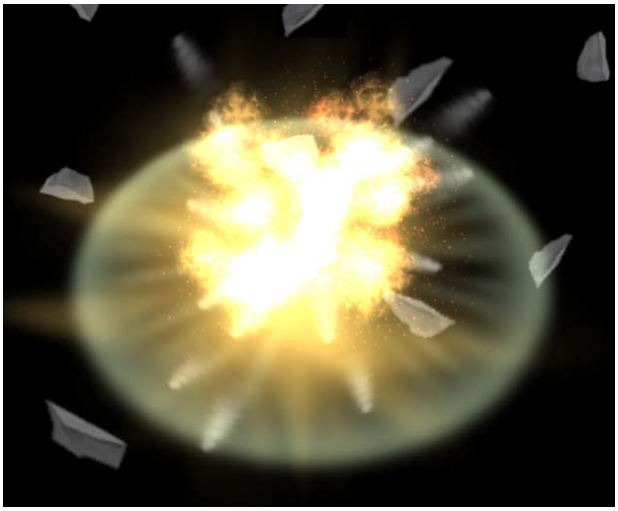


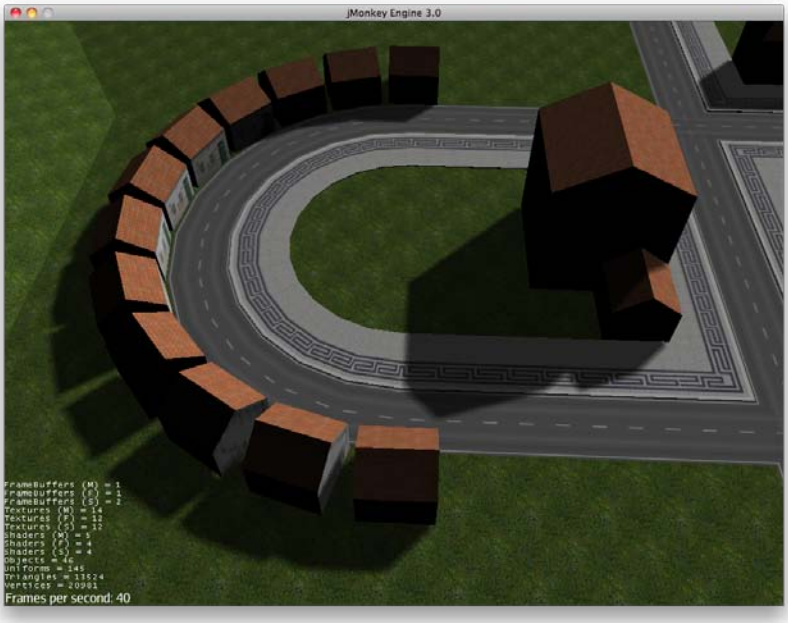







SceneComposer – Models/MyModel/newScene.j3o
Emitter – Properties
Spatial
Geometry
ParticleEmitter
Emit all particles
Emit!
Enabled
Mesh Type
Triangle
Emitter Shape
[Sphere, 0.0, 0.0,...
Num Particles
200
Particles Per Sec
20.0
Start Color
[1.0, 0.2, 0.0, 0...
End Color
[0.0, 1.0, 1.0, 0...
Start Size
1.0
End Size
0.1
High Life
3.0
Low Life
2.0
Gravity
[0.0, -3.0, 0.0]
Initial Velocity
[0.0, 0.0, 0.0]
Velocity Variation
0.3
Face Normal
[0.0, 0.0, 0.0]
SceneExplorer Window
update
New Scene
Emitter
Mesh
com.jme3.effect.ParticleEmitter$ParticleEmitterControl
Emitter

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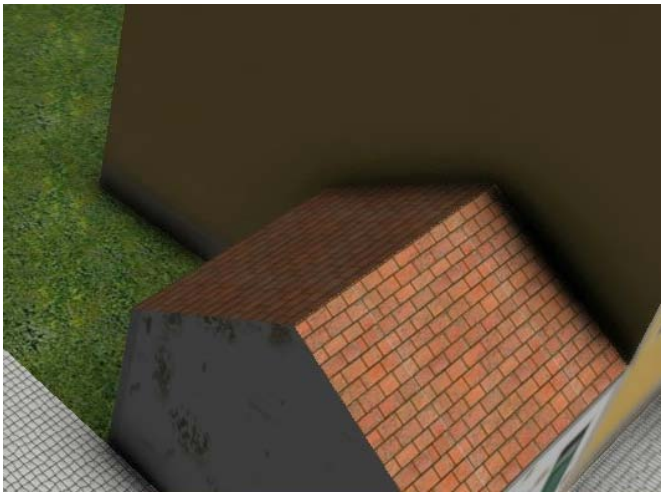
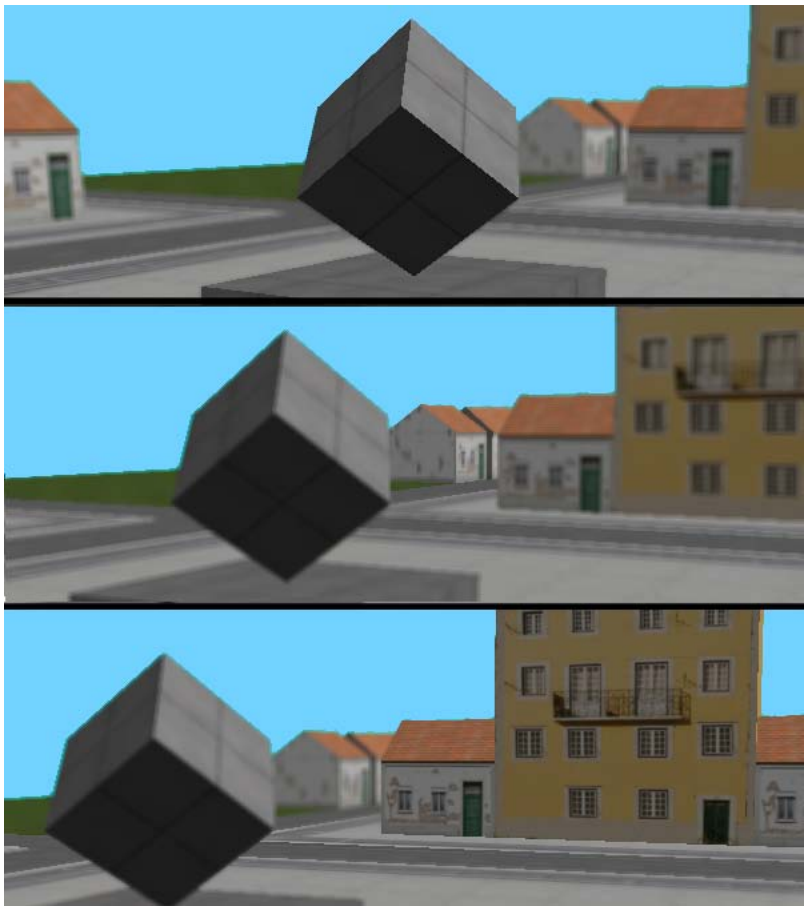
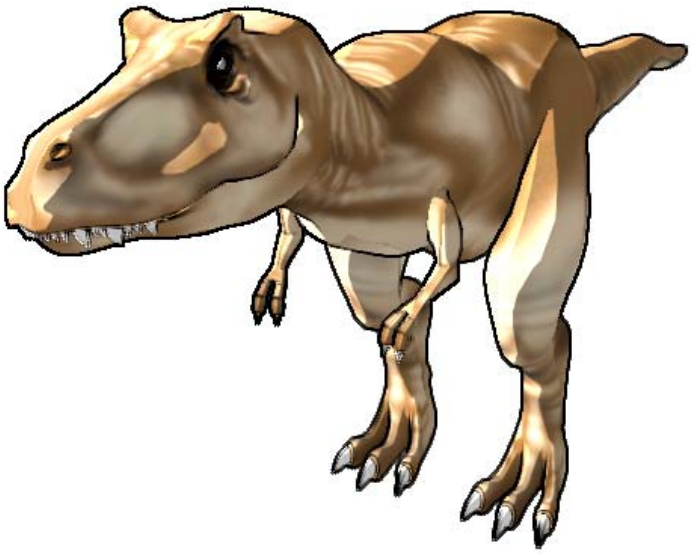
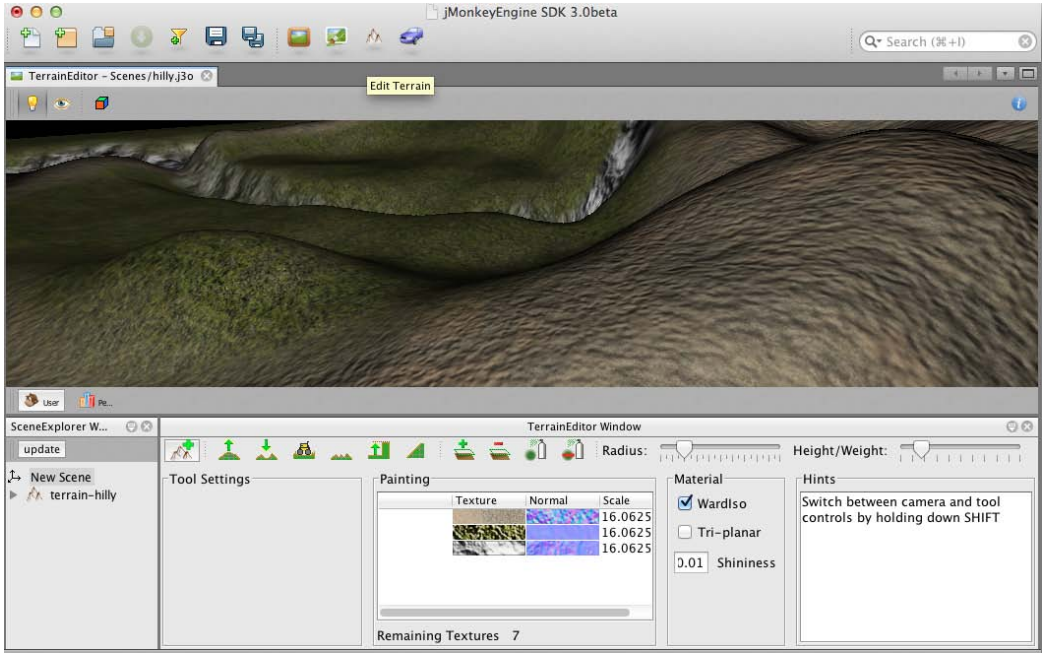
FrameBuffers (E) = 1
FrameBuffers (S) = 2
Textures (M) = 14
Textures (E) = 12
Textures (S) = 12
Shaders (M) = 5
Shaders (E) = 4
Shaders (S) = 4
Objects = 46
Uniforms = 145
Triangles = 11524
Vertices = 20961
Frames per second: 40

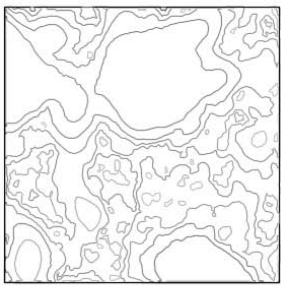


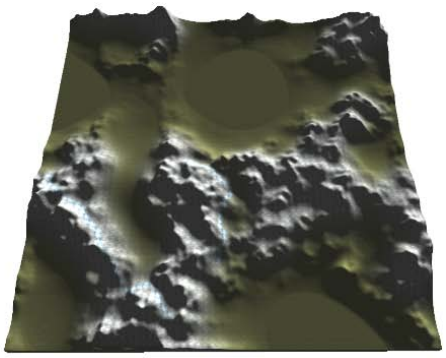


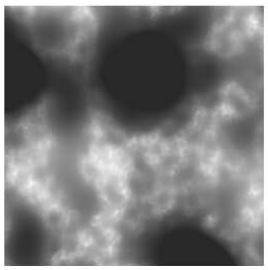


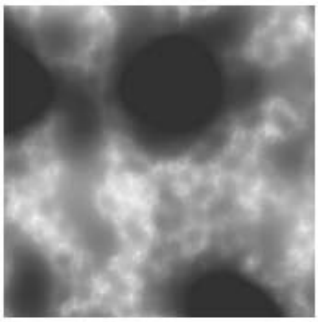
Chapter 8: Creating Landscapes

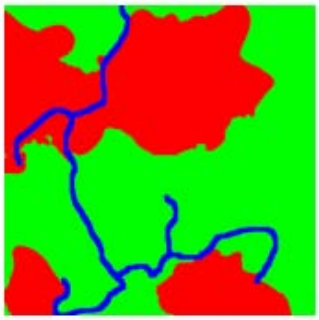


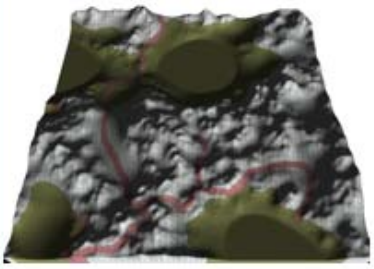






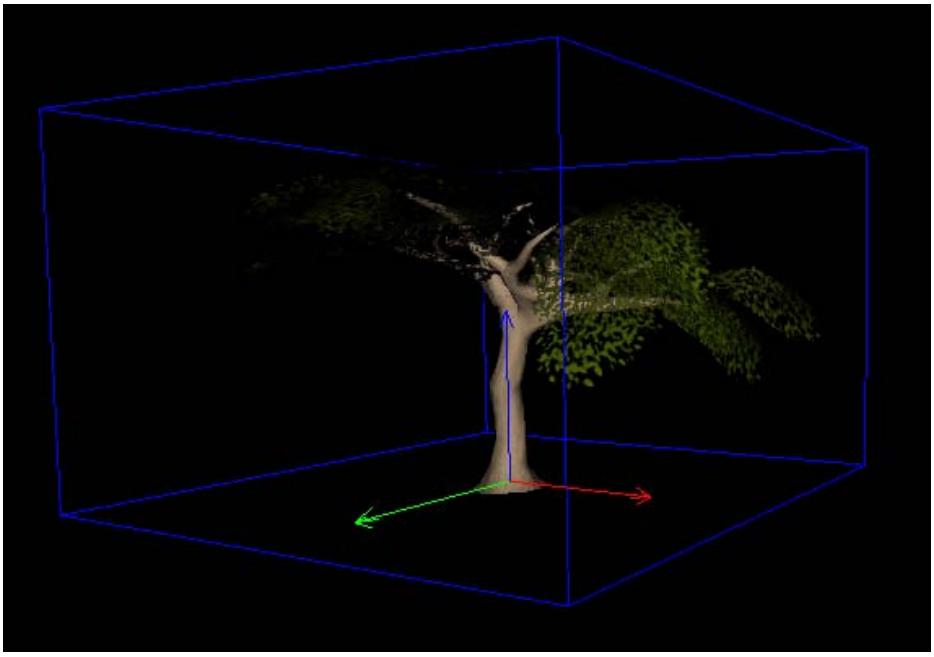


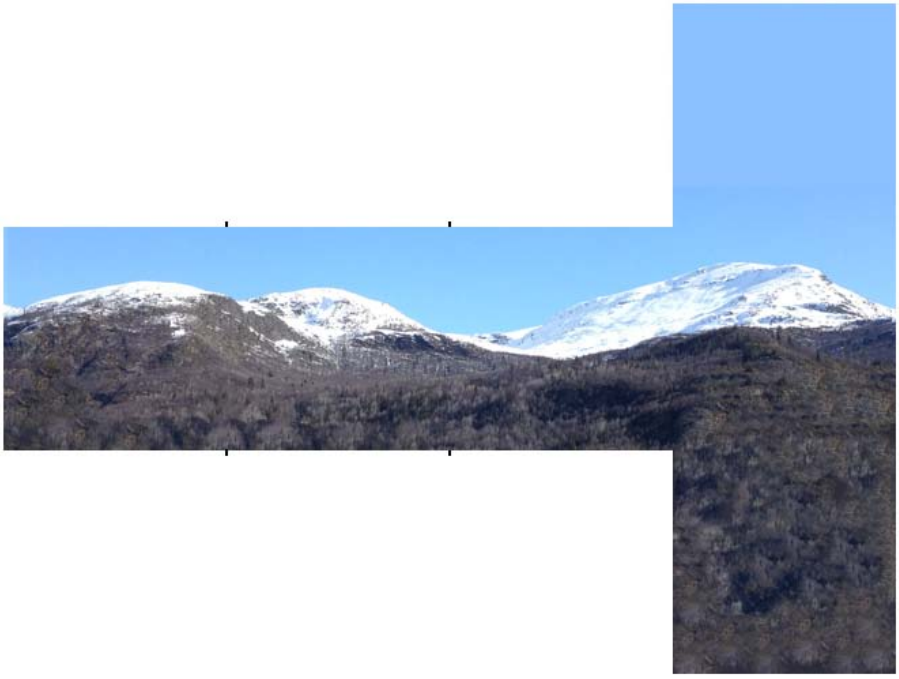


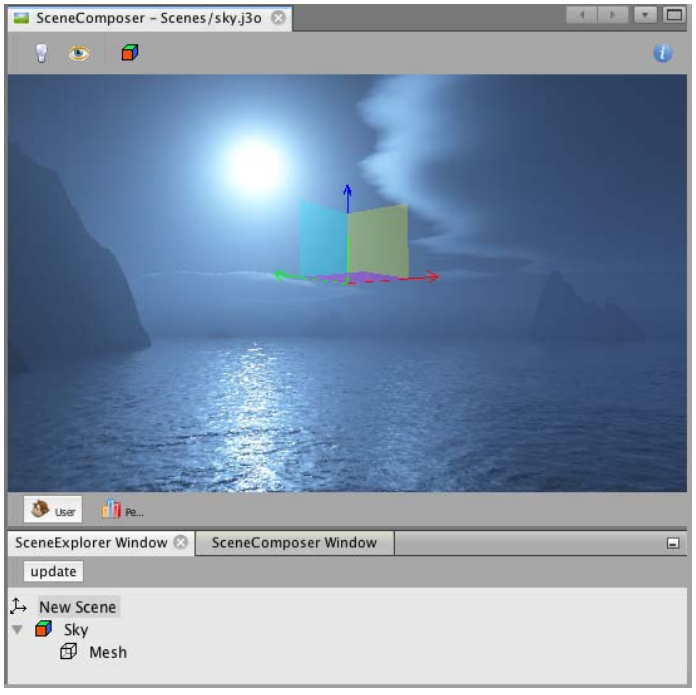


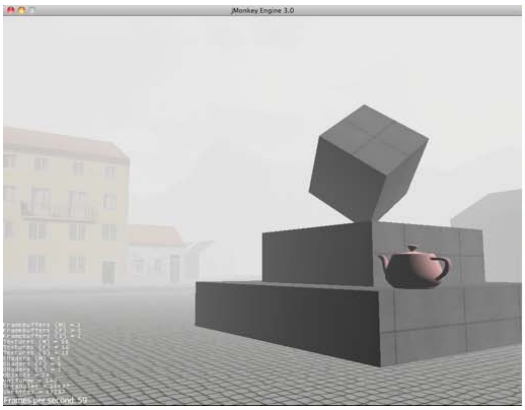
Frames per second: 14

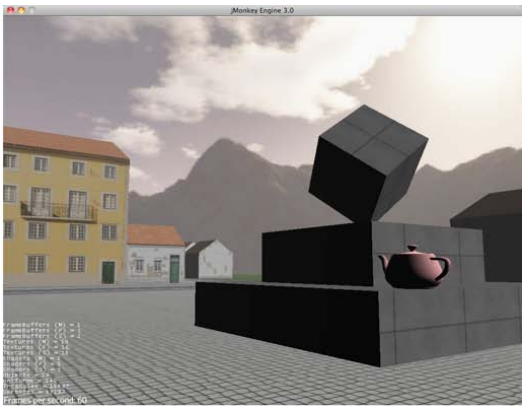
jMonkey Engine 3.0
Frames per second: 18

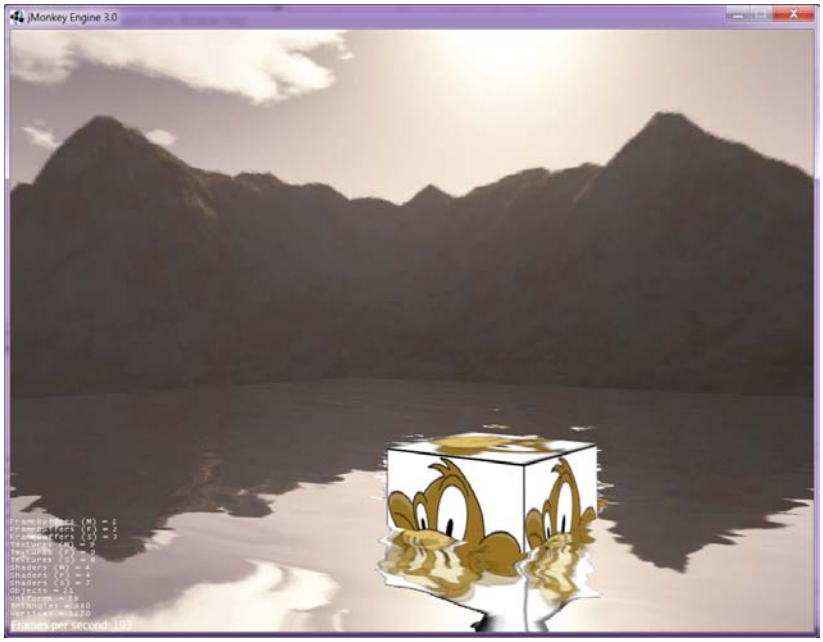




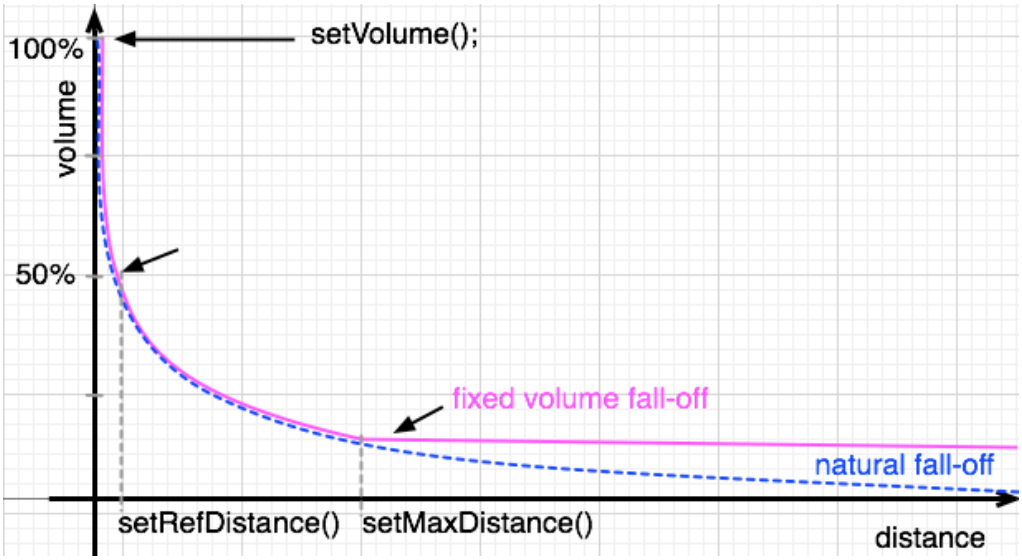

SceneComposer - Scenes/sky.j3o
User
SceneExplorer Window
SceneComposer Window
update
New Scene
Sky
Mesh

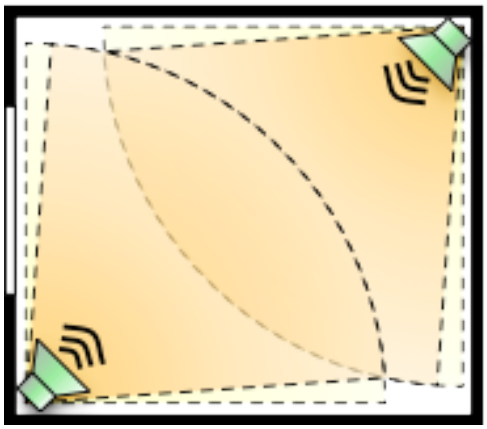
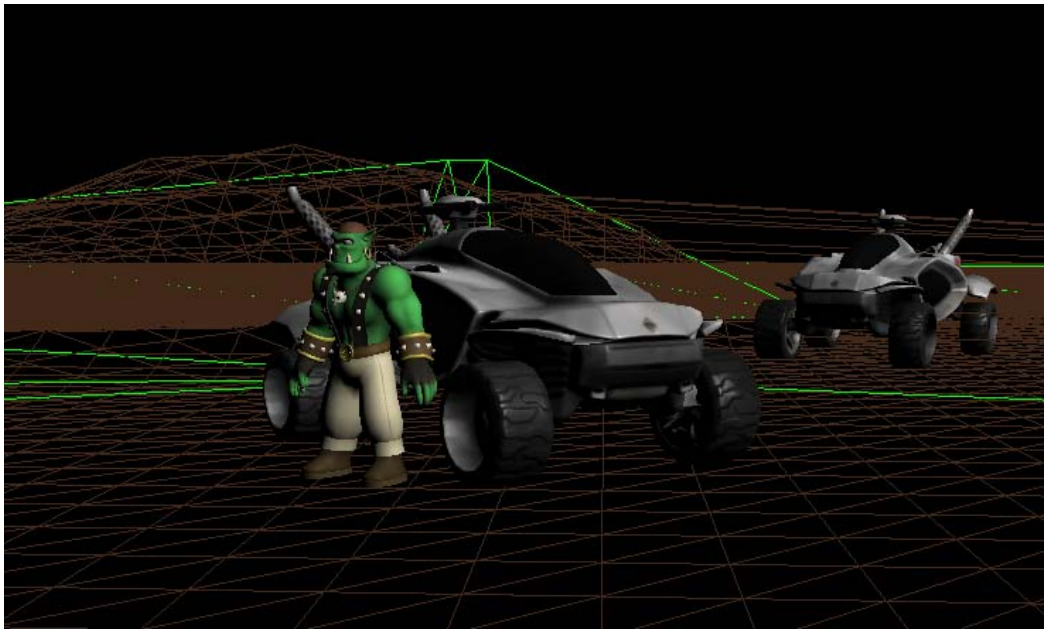

jMonkey Engine 3.0


jMonkey Engine 3.0


jMonkey Engine 3.0

Chapter 9: Making Yourself Heard





Appendix B: Additional Resources for Fellow jMonkeys