

JavaOne Tokyo Hands on Lab : Project Looking Glass (LG3D) Basic Programming

Yasuhiro Fujitsuki

<http://lg3d.dev.java.net/>

HOL014-06 , HOL114-06



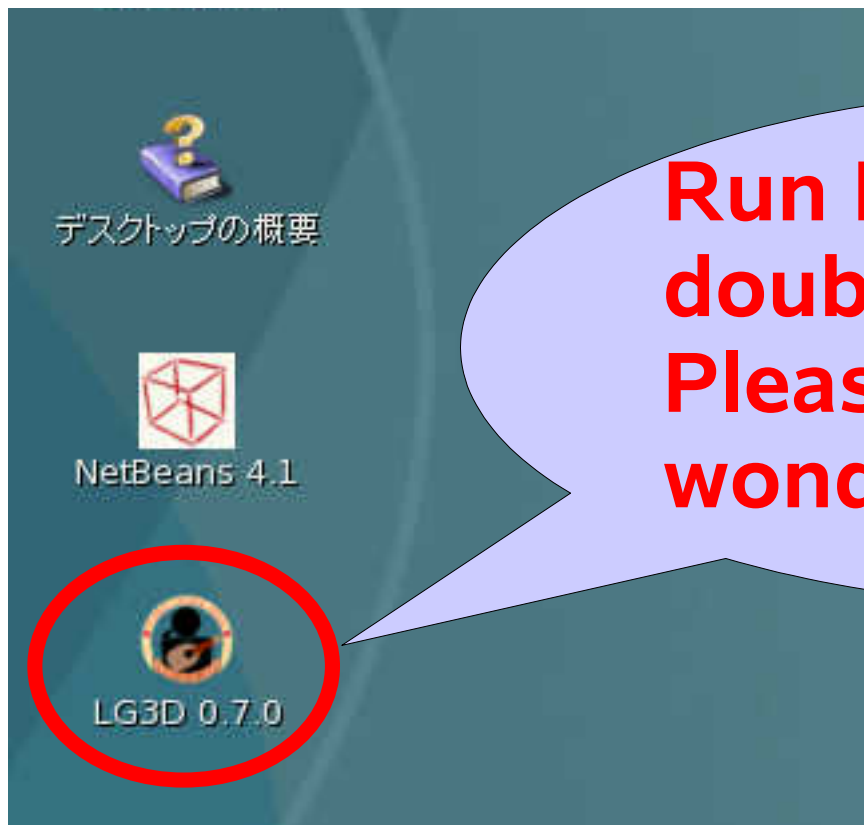
Goal

- Try LG3D
- Understand basic application development using LG3D API
- Understand LG3D programming with NetBeans 4.1

Agenda

- Is it your first time to use LG3D?
- About LG3D Hands on Lab
- About LG3D application YOU will make
- Extra Practice

Is it your first time to use LG3D?



**Run LG3D with
double click this icon.
Please feel the
wonderful LG3D world!!**

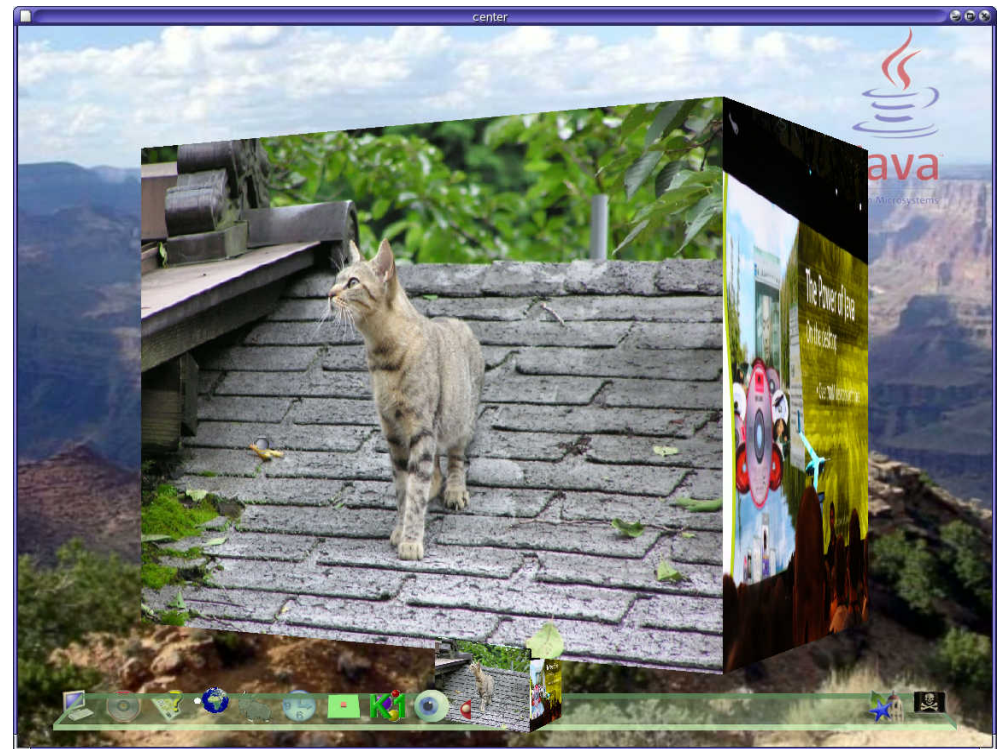
About LG3D Hands on Lab

- Please do 「**LG3D Programming with NetBeans Part 2**」 only.

Other parts are setups, and it has been already finished.

About application YOU will make

- Make a 3D Box Application
 - Use Texture
 - Thumbnail
 - Rotate with left/right click
 - Develop Jar-based application



Extra Practice

- Please call the instructor
- Add new functions to the application!!