

## Lesson 11 FAQs

**Q:** What about 3-D graphics? You've mentioned only 2-D graphics in this lesson.

**A:** Java has a whole set of tools for programming 3-D graphics. But that could be an entire course in itself, so I haven't addressed it here. There's a site dedicated to 3-D graphics in Java, including a beginner's tutorial, at [Java3d](http://www.java3d.org) (<http://www.java3d.org>).