

Java 3D

Java 3D is a scene graph based 3D application programming interface (API) for the Java platform.

A. For Windows

1. Download the latest version of jre ("1.7 version") and Java 3d package ("1.5 version") from www.oracle.com.
2. Also enable jre on your browser.
3. Java 3d package contains three jar files: j3dcore.jar, j3dutils.jar and vecmath.jar. Add these to your classpath. It also contains dynamic libraries for OpenGL graphics. You should add the directory containing these to your LD_LIBRARY_PATH.
4. Now set the class path.

In Windows you set these with Start -> Settings -> Control Panel -> System -> Advanced -> Environment Variables. Then create or edit your CLASSPATH and LD_LIBRARY_PATH so that they include the locations of the Java 3D files you downloaded. For example, if you have saved the files to C:/java3d, you should add

- C:/java3d/lib/ext/j3dcore.jar;
- C:/java3d/lib/ext/j3dutils.jar;
- C:/java3d/lib/ext/vecmath.jar to your CLASSPATH and
- C:/java3d/j3d/bin to your LD_LIBRARY_PATH.

Restart your browser and you should be able to see the applets that use Java 3D.