**Java 3D**

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

1. **For Windows**
2. Download the latest version of jre (“1.7 version”) and Java 3d package (“1.5 version”) from [www.oracle.com](http://www.oracle.com).
3. Also enable jre on your browser.
4. 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.
5. 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.