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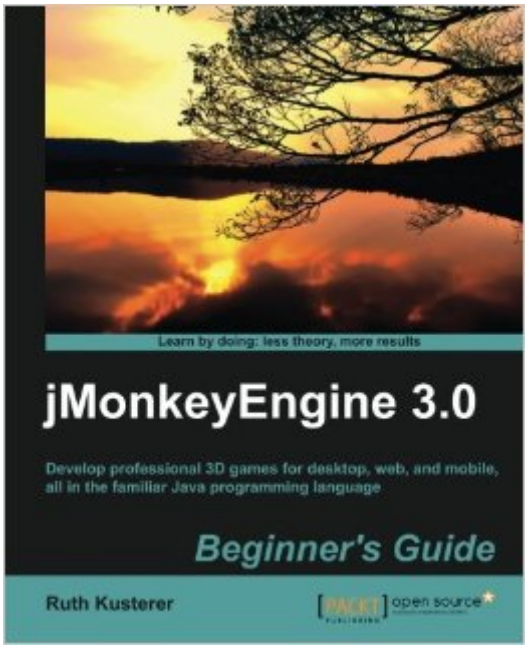
# JMonkeyEngine 3.0 Beginner's Guide

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## Synopsis

Develop professional 3D games for desktop, web, and mobile, all in the familiar Java programming language  Create 3D games that run on Android devices, Windows, Mac OS, Linux desktop PCs and in web browsers – for commercial, hobbyists, or educational purposes. Follow end-to-end examples that teach essential concepts and processes of game development, from the basic layout of a scene to interactive game characters. Make your artwork come alive and publish your game to multiple platforms, all from one unified development environment.  In Detail jMonkeyEngine 3.0 is a powerful set of free Java libraries that allows you to unlock your imagination, create 3D games and stunning graphics. Using jMonkeyEngine’s library of time-tested methods, this book will allow you to unlock its potential and make the creation of beautiful interactive 3D environments a breeze. "jMonkeyEngine 3.0 Beginner’s Guide" teaches aspiring game developers how to build modern 3D games with Java. This primer on 3D programming is packed with best practices, tips and tricks and loads of example code. Progressing from elementary concepts to advanced effects, budding game developers will have their first game up and running by the end of this book. From basic concepts and project creation to building a complex 3D Game, you will learn to layout 3D scenes, make them interactive and add various multi-media effects. You will find answers to common questions including best practices and approaches, how game characters can act and interact, how to simulate solid walls and physical forces, how to take it online to play over a network and much more. From Zero to Hero, start your journey to make your game idea a reality. What you will learn from this book  Create your own worlds and populate them with mobile characters, cities, physical objects, natural landscapes or beautiful under-water scenes. Add cool sounds and awesome visual effects to draw the player into your interactive world. Design textured materials and use light and shadow to bring out your game’s unique atmosphere. Make players shoot, select items, walk or look round by registering and handling user input. Keep track of the game state and determine how each character makes decisions and responds to attacks. Make the most of the integrated physics engine and create fast-paced car races, bowling, sports, pool and billiards games. Understand client-server messaging and create multi-player online games that communicate over a network. Approach With plenty of practical examples, screenshots and example code, create a complete game step by step. Learn by doing. Less theory, more results! Who this book is written for If you have an inventive mind, are experienced in Java, enjoy looking through the smoke and mirrors of VFX and the world of game mechanics then this book is for you.

## Book Information

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## Customer Reviews

Only buy this book as long as there is nothing else about JMonkey3 out there: it contains useful information, is slightly better organized than the online tutorials, and surely is helpful to start with JM3.However, the organization and editing of the book is so sloppy, that it is no fun reading it at all. The index is useless, the table of contents is horribly formatted (it shows headlines up to a detail level that can only be called information hiding; just have a look at it and see how often the annoying "What just happened" sub-chapter is listed), the text has many errors (numberings of enumerations are wrong etc).About the content: If you like to learn in a way that focuses on learning by doing, yet with little analysis only, then this book is for you. Unfortunately, all chapters are named in a flashy (not so) funny way, instead of just telling what’s going on. However, lacking alternatives at this time, the book is ok if you can deal with annoyances.It is, after all, a beginner’s guide, and it does its job introducing basic concepts.Suggestion: the next release should follow basic rules of organizing a book, at least in table of content, and index.

I agree with the other reviewer that the editing is very sloppy -- in addition I thought the code samples, suggestions and line of thinking were that of a junior engineer (no insult to the author, maybe the target audience was junior?). If your game follows these patterns closely I suspect you may suffer from performance issues. However, having said that, I still felt this book was worth the kindle price as it served well to introduce the jMonkey API. It covers a lot of topics that point you in the right direction and make you aware of areas of the API that will likely give you what you need

and at least a basic idea of how to use it. Wherever this book leaves you with unsatisfied gaps, you'll find yourself better equipped to understand the more advanced online tutorials.Not recommended at the $44 book price.Highly recommended at the $18 kindle price. As a side note -- the electronic copy on a kindle allows you to search for keywords, very useful ;)

Rating of the content of the book: 4 thumbs up!Do not be fooled by the photo on the cover, the content of the book is really good for those who is interested in video game programming using an nice open 3D rendering engine and programming in Java. Personally I found the book very usefull for a beginner: I recommend it!I would like to hope in a second book now, dedicated to intermediate / advanced developers.Only a "small" technical note: in my opinion the absolutely unattractive photo on the cover COMPLETELY DESTROYS THE VISUAL IMPACT OF THE BOOK: what has a romantic sunset of a novel for women with the title "Pofessional develop 3D games in Java"?? Certainly it does not invite to open the book.

Great advice and tips working with the jMonkey engine, with basic coding examples to get you up and running, pointed me into the right direction.

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