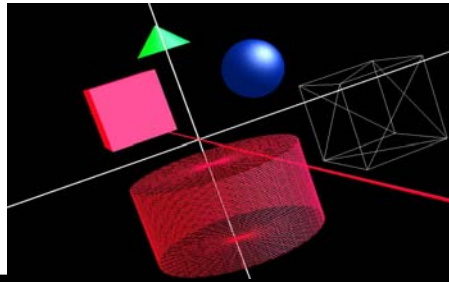


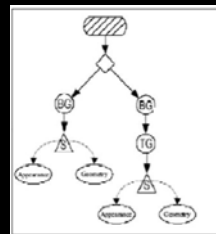
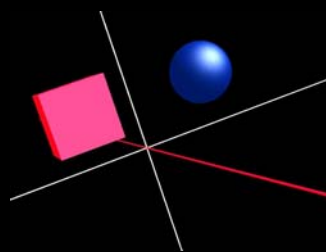
Java 3D Scene Builder



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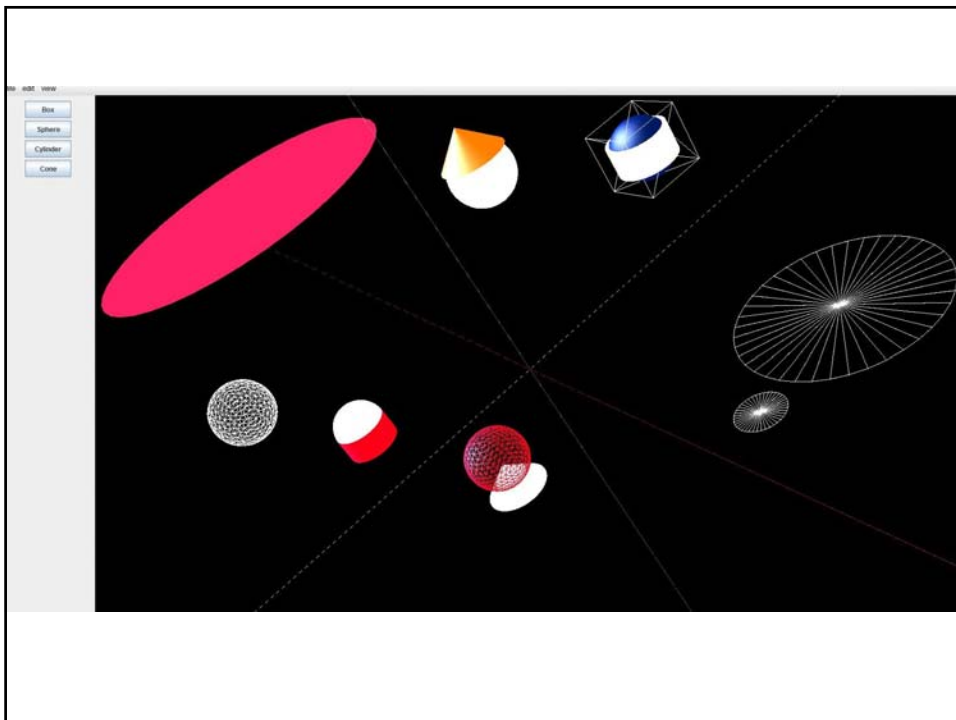
Introduction

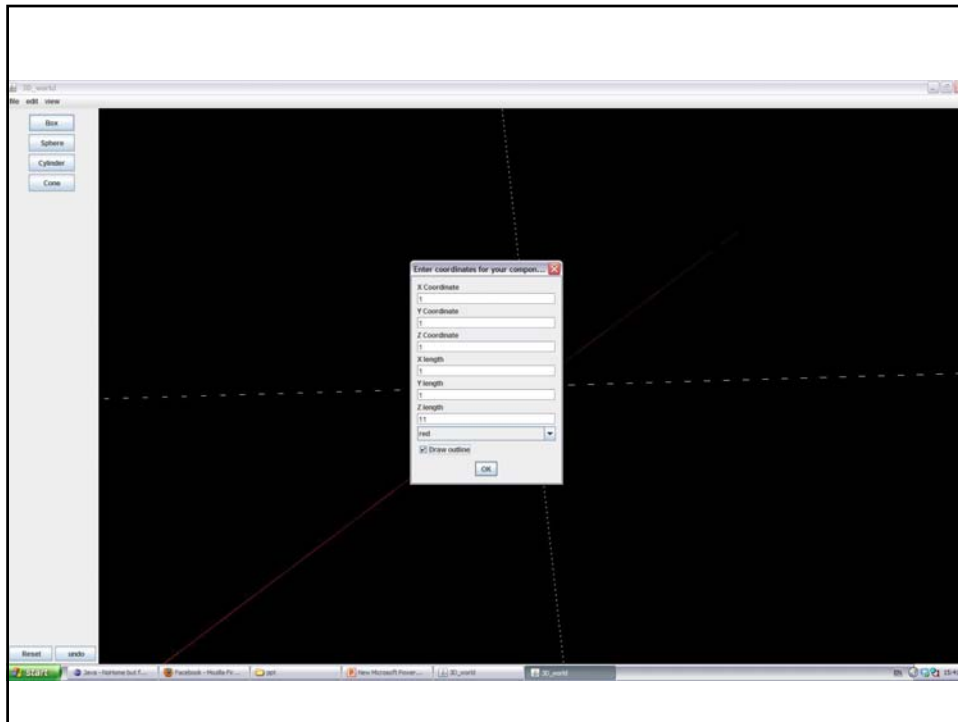
- Java3D
- The Graph Structure



Objectives

- GUI in java to facilitate adding objects into SceneGraph [root node].
- Create a SceneGraph and show it to the user.
- Make changes after adding objects
- Load external 3D models*
- Save/Load*
- Animations*





Conclusion

- Save and Load Scenegraph
- Animation for added objects
- Reset & Undo
- Loading of external models

Thank YOU!!

Questions?