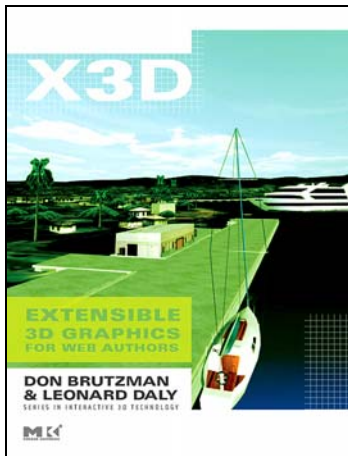**MORGAN KAUFMANN PUBLISHERS**
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X3D: Extensible 3D Graphics for Web Authors

by Don Brutzman and Leonard Daly

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A Volume in the Morgan Kaufmann Series in Interactive 3D Technology

"Don Brutzman and Leonard Daly clearly and thoroughly illustrate each logical concept and feature of X3D with diagrams, tables, code snippets, screenshots of 3D objects/environments, and example scenes, while making use of the very latest specifications and implementations. Their approach contributes greatly to an easy and in-depth understanding of the X3D language. This book is the ultimate introductory guide to X3D!"

—Dr. Vladimir Geroimenko, University of Plymouth,
School of Computing Communications and Electronics, Plymouth, UK

Interactive 3D graphics are rapidly expanding the ways in which the Web can be used to communicate, teach, and entertain. In recent years, the demand for interactive 3D has undergone explosive growth, with applications appearing in areas as diverse as medicine, science, industry, and entertainment. *X3D: Extensible 3D Graphics for Web Authors* is the first book on the new standard for interactive 3D graphics: X3D, or "Extensible 3D," the XML-capable successor to Virtual Reality Modeling Language (VRML).

Developed by the Web3D Consortium's X3D Working Group, X3D is a powerful and flexible language that can support 3D applications ranging from simple animations to the latest computer games. Now based on the Extensible Markup Language (XML), X3D elevates 3D graphics to "first class citizen" status among the many languages used for the Web. X3D is also approved by the International Standards Organization (ISO). Don Brutzman, who helped to organize annual symposia on VRML and is a founding member of the Web3D Consortium, and Leonard Daly, secretary of the X3D Working Group and a professional member of the Web3D Consortium, have combined efforts to create a timely and important new book that teaches the essential principles of Web-capable graphics while showing scene authors how to build and connect X3D models.

KEY FEATURES

❖ **The first book on building interactive X3D content for the Web, written by two designers of the standard**
❖ **Plentiful illustrations and screen shots in the full-color textbook, with matching examples and explanations**
❖ **Companion Website with extensive example content, the X3D specification, sample code and applications, content-creation tools, free chapter, and links to compatible X3D browsers at http://X3dGraphics.com**

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