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Information

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Page 15/36

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developers high-level constructs for creating and manipulating 3D geometry and for constructing the structures used in rendering that geometry. JavaFX Tutorial - Tutorialspoint

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applications and applets. It gives developers high-level constructs for creating and manipulating 3D geometry and for constructing the structures used in rendering that geometry. Java 3D Tutorial

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Java 3D is a new cross-platform API for developing 3D graphics applications in Java. Its feature set is designed to enable quick development of complex 3D applications and, at the same time, enable fast and efficient

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implementation on a variety of platforms, from PCs to workstations. Using Java 3D, software

~~Introduction to Programming with
Java 3D~~

Step one: Add a cylinder. In this

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step, you add a basic 3D object to your world. JavaFX provides three basic shapes you can add:

cylinders, boxes, and spheres.

Start by adding a cylinder:

```
Cylinder cylinder = new Cylinder  
(100,50); root.getChildren ().add  
(cylinder);
```

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