

3D Game Development with LWJGL 3

Learn the main concepts involved in writing
3D games using the Lightweight Java
Gaming Library

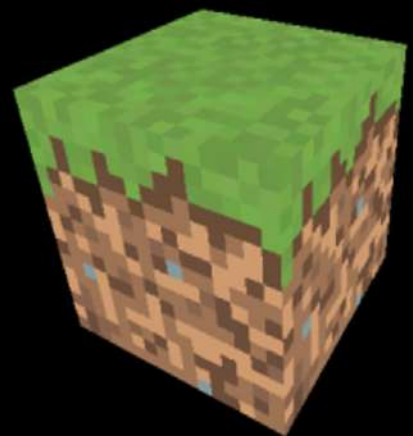
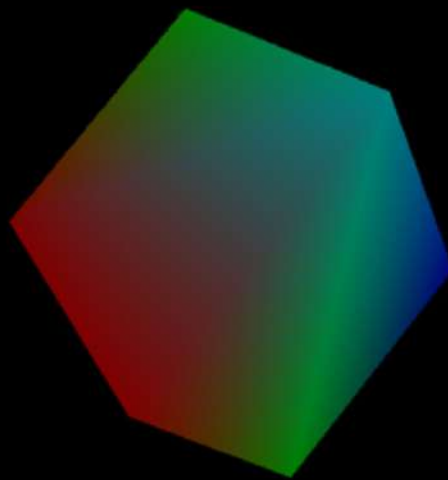
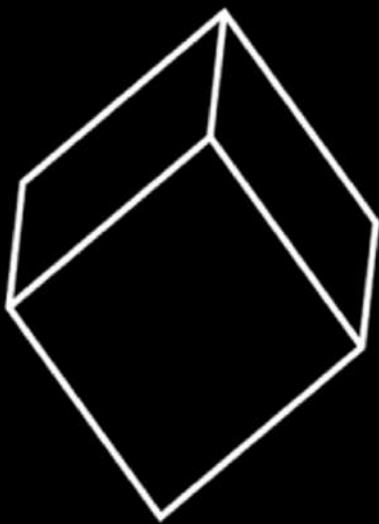


Table of Contents

Introduction	1.1
First steps	1.2
The Game Loop	1.3
A brief about coordinates	1.4
Rendering	1.5
More on Rendering	1.6
Transformations	1.7
Textures	1.8
Camera	1.9
Loading more complex models	1.10
Let there be light	1.11
Let there be even more light	1.12
HUD	1.13
Sky Box and some optimizations	1.14
Height Maps	1.15
Terrain Collisions	1.16
Fog	1.17
Normal Mapping	1.18
Shadows	1.19
Animations	1.20
Particles	1.21
Instanced Rendering	1.22
Audio	1.23
3D Object picking	1.24
Hud revisited - NanoVG	1.25
Optimizations	1.26
Cascaded Shadow Maps	1.27
Assimp	1.28

3D Game Development with LWJGL 3

This online book will introduce the main concepts required to write a 3D game using the LWJGL 3 library.

[LWJGL](#) is a Java library that provides access to native APIs used in the development of graphics (OpenGL), audio (OpenAL) and parallel computing (OpenCL) applications. This library leverages the high performance of native OpenGL applications while using the Java language.

My initial goal was to learn the techniques involved in writing a 3D game using OpenGL. All the information required was there in the internet but it was not organized and sometimes it was very hard to find and even incomplete or misleading.

I started to collect some materials, develop some examples and decided to organize that information in the form of a book.

Source Code

The source code of the samples of this book are in [GitHub](#).

The source code for the book itself is also published in [GitHub](#).

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Special Thanks

To all the readers that have contributed with corrections, improvements and ideas.

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