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Director's Third Dimension: Fundamentals of 3D Programming in Director 8.5

Paul Catanese

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Director's Third Dimension has been designed with the Director developer with little or no 3D experience in mind. The purpose is threefold: To explain the fundamental concepts necessary to begin working with 3D; To demonstrate how these concepts manifest themselves in Director; To demonstrate strategies for the application of these concepts in terms of specific projects, including building charts, creating interfaces, and controlling characters in a 3D environment.

The book has and abundance of demos (more than 140). At the end of every chapter, there is a collection of Frequently Asked Questions and supplemental resources that will help the reader expand their learning.

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