

contents

introduction xix
how to read this book xxvii
acknowledgments xxviii
about the cover illustration xxix

Part 1 3D: the next generation 1

1 What's in a name? 3

- 1.1 The application 4
The familiar 4 ◊ The dream 4 ◊ The reality 5 ◊ The rebirth 5
- 1.2 The user interface 6
The primal 6 ◊ The virtual 6 ◊ The analytical 7
- 1.3 The computer system 8
The Plain Old Computer System 8 ◊ The mouse 9 ◊ The keyboard 9
- 1.4 Summary 10

2 Patterns and constraints 12

- 2.1 Application patterns 12
Design applications 13 ◊ Simulation applications 14 ◊ Analysis applications 15 ◊ Control applications 16
- 2.2 Application constraints 17
Goldilocks and the three dees 17 ◊ Let gravity pull 18 ◊ Creating your own reality 19 ◊ Flavors of Constraint 19
- 2.3 Summary 21

3 Spaces and relations 23

- 3.1 Space, the initial frontier 23
The world 24 ◊ The view 24 ◊ The display 26 ◊ The screen 27
- 3.2 Spatial coordinates 28
Right-handed system 28 ◊ Position 28 ◊ Rotation 29
Mouse coordinates 29
- 3.3 Spatial relationships 31
External view geometry 31 ◊ Internal view geometry 33
- 3.4 Summary 37

Part 2 3D user interface techniques 39

4 Control 41

- 4.1 Physical input devices 42
The keyboard 43 ◊ The mouse 45
- 4.2 Input interpretation 46
Asking the right questions 46 ◊ Other interpretations 47
Control personae 47
- 4.3 Control basics 48
Control primitives 49 ◊ Mouse gestures 51 ◊ Target actuation 55
- 4.4 Coordinate mapping 57
Movement, objects, and views 59 ◊ Direct mapping 60
- 4.5 Intuitive mapping 64
Source and target space 64 ◊ Display-relative mapping 65
World-relative mapping 67 ◊ Object picking 69
Mixed usage 70
- 4.6 Summary 70

5 Feedback 72

- 5.1 Feedback roles 73
Information feedback 75 ◊ Control feedback 77
- 5.2 Basic elements 79
Identifiers 80 ◊ Callouts 81 ◊ Tooltips 82 ◊ Indicators 82
Handles 84 ◊ Cursor 85 ◊ Audio 86 ◊ Sound effects 87
- 5.3 Visual attributes 87

5.4	Simple dynamics	88
	Action-centric feedback	90
	Object-centric feedback	90
	Task-centric feedback	91
5.5	Interaction states	91
	State definitions	93
	Multi-Shape	97
5.6	Summary	98
6	<i>Visualization</i>	100
6.1	Data visualization	101
6.2	Feedback visual attributes	103
	Distinction	104
	Size	105
	Orientation	107
	Visibility	108
	Density	109
6.3	Display space techniques	110
	Display layout	110
	Overlay, underlay, and overlap	111
	Pseudo-display overlay	113
6.4	World space techniques	114
	Display facing	114
	Constant size	115
	World overlay	116
	Perfect overlay	117
	Revelment	117
6.5	Multiple views	121
	Overviews	122
6.6	Summary	124
7	<i>Navigation</i>	125
7.1	Forms of navigation	126
	Spatial navigation	126
	Contextual navigation	129
7.2	Camera techniques	132
	Manual control	133
	Assisted control	137
	Scripted control	143
7.3	Summary	146
8	<i>Manipulation</i>	148
8.1	Control personae	149
	First person	150
	Second person	151
	Third person	152
8.2	Feedback elements	154
	Feelers	155
	Projections	156
	Skirts	157
	Outlines	158
	Tic marks	159
	Rulers	160
	Snaps	161
8.3	Pseudo-tactile feedback	162
	Marked drag	163
	Sticky drag	164
	Snap drag	165
	Solid drag	165
	Strong grip	166
	Weak grip	166

- 8.4 Snapping 166
 - Explicit versus implicit 167 ✧ Snap operations 167 ✧ Snap typing 170
 - Snap geometry 170
- 8.5 Attachment 170
 - Physical versus logical 172 ✧ Attachment versus snapping 172
 - Attachment operations 172 ✧ Detachment operations 173 ✧ Gluing 173
 - Sticking 174 ✧ Linking 174 ✧ Anchoring 175
- 8.6 Specification 175
 - Dumb shapes 176 ✧ Smart shapes 176
- 8.7 Configuration 178
- 8.8 Summary 179

9 *Access 180*

- 9.1 In-scene grouping 181
 - Physical versus logical 181 ✧ Grouping operations 182
 - Ungrouping operations 183
- 9.2 Out-of-scene access 184
 - Data presentation 185 ✧ Non-Spatial Access 186 ✧ Data palette 188
 - Data catalog 189 ✧ Data preview 191 ✧ Search 192
- 9.3 Data transfer 192
 - Data instantiation 193 ✧ Nonobject access 193 ✧ Data basket 193
 - Teleport 195 ✧ 3D drag-and-drop 195
- 9.4 Summary 199

Part 3 Java 3D user interface essentials 201

10 *Java 3D introduction 203*

- 10.1 What is Java 3D? 203
- 10.2 Where is Swing 3D? 204
- 10.3 Just an introduction 205
- 10.4 3D UI roadmap 205
- 10.5 Java 3D and its friends 208
- 10.6 Java 3D resources 208
- 10.7 A moving target 209
- 10.8 Summary 210

<i>11</i>	<i>UI spaces and the scene graph</i>	<i>211</i>
11.1	3D UI spaces	212
	The universe 213	◇ The world 214
		◇ The view 214
		◇ The display 215
	The screen	217
11.2	Scene graph, et al.	217
	Scene graph basics	217
	◇ Sharing subgraphs	219
	◇ Group nodes	220
	Spatial transforms	221
	◇ Leaf nodes	221
	◇ Node bounds	222
11.3	Logistics and optimization	224
	Dead or alive	224
	◇ Capability bits	225
	BranchGroup and compilation	225
11.4	Summary	226
<i>12</i>	<i>Lights, shapes, textures and sounds</i>	<i>227</i>
12.1	Lights	228
12.2	Shapes	229
	Geometry	229
	◇ Appearance	231
	◇ Transparency	232
	◇ Loading	232
12.3	Textures	233
	Filtering	233
	◇ Transparency	234
	◇ Loading	235
12.4	Sounds	236
	Loading	237
12.5	Summary	238
<i>13</i>	<i>Actions and interactions</i>	<i>239</i>
13.1	Spatial transforms	240
	Local coordinates	240
	◇ Transform3D	241
	◇ getLocalToVworld	244
	Inverse getLocalToVworld	246
	◇ Local-to-local	247
13.2	Object picking	247
	Picking overview	248
	◇ Picking quality	248
	◇ Picking model	250
13.3	Behaviors	256
	The behavior model	256
	◇ User inputs	258
	◇ Interpolators	259
	Collision detection	259
	◇ Change detection	261
13.4	Summary	264
<i>14</i>	<i>In a Java world</i>	<i>266</i>
14.1	Swing	266
	Heavyweight versus lightweight	266
	◇ Mixing Java 3D and Swing	267
	Examples	268
14.2	Drag-and-drop	268
	Drag-and-drop model	269
	◇ 3D drag-and-drop	275

- 14.3 Applets 277
 - Java 3D in applets 278 ◊ Real world issues 280
- 14.4 Summary 282

Part 4 Java 3D framework and examples 283

15 Why a framework? 285

- 15.1 Approach 286
 - Stick to the basics (when possible) 286 ◊ Sun utilities 286
 - Application utilities 287 ◊ Progression of examples 287
 - Javadoc and UML 287
- 15.2 Software organization 287
- 15.3 Running the examples 289
- 15.4 Design patterns 289
 - Event model generalities 289 ◊ Event model specifics 290
 - Building blocks 291 ◊ Splitters 292 ◊ Triggers 292 ◊ Filters 292
 - Mappers 292 ◊ Plug-ins 293
- 15.5 Convenience 293
- 15.6 Optimization 294
 - Garbage collection 294 ◊ Many small building blocks 295
 - Dragging, keying, and picking 296 ◊ Double versus float 296
 - Capabilities and compiling 296
- 15.7 Summary 297

16 Framework utilities 298

- 16.1 Test objects 299
 - Shapes 299 ◊ Lights 299
- 16.2 Application spaces 300
 - AppWorld class 300 ◊ AppViewclass 300 ◊ AppDisplay class 301
 - Example: SimpleApp 302
- 16.3 Other utilities 305
 - Building blocks 305 ◊ Display printing 305 ◊ Debug class 306
 - Assert class 307 ◊ ModelLoader class 307
- 16.4 Summary 308

17 *Control basics* 309

- 17.1 Input sensors 310
 - Input class 310 ◊ InputSensor class 313 ◊ MouseDragSensor class 314
 - KeyboardArrowSensor class 315 ◊ MouseMoveSensor class 315
 - KeyboardModifierSensor class 316 ◊ Example: InputSensors 317
- 17.2 Input enabling 322
 - InputModifierTrigger class 324 ◊ Enable classes 324
 - EnableInputDragFilter class 324 ◊ Example: InputEnabling 326
- 17.3 Input filtering 328
 - Framework 331 ◊ Example: InputFilters 332
- 17.4 Summary 334

18 *Control actuation* 335

- 18.1 Target actuation 336
 - Actuator class 336 ◊ Outer and inner plug-ins 338
 - ActuatorPlugin Class 338 ◊ TGGeometryPlugin class 343
 - ActuatorPlugin Revisited 345
- 18.2 Basic coordinate mapping 350
 - Basic requirements 350 ◊ InputDragMapper class 351
 - InputDragMapperPlugin class 352 ◊ DirectInputDragPlugin Class 353
 - InputDragMapper revisited 355 ◊ Example: Actuators 357
- 18.3 Actuator groups 360
 - GroupChain Class 361 ◊ ActuatorGroup class 362
 - ActuatorTransformGroup class 362 ◊ ActuatorTransformGroup subclasses 363 ◊ Example: ActuatorGroups 366
- 18.4 Summary 368

19 *Control intuition* 369

- 19.1 Object picking 370
 - PickEngine class 370 ◊ ObjectPickMapper class 372
 - OverEnableMapper class 372 ◊ Example: OverEnabling 374
- 19.2 Intuitive mapping 376
 - Source and target spaces 377 ◊ Control chain spaces 378
 - IntuitiveDragMapper class 380 ◊ SourceDragFilter class 380
 - SourceDragMapper class 381
- 19.3 Display-relative mapping 381
 - DrmDragPlugin class 382 ◊ Example: DrmMapping 383
- 19.4 World-relative mapping WRM 386
 - WrmDragPlugin class 388 ◊ QuasiWrmDragPlugin class 389
 - PseudoWrmDragPlugin class 389 ◊ Example: WrmMapping 390
- 19.5 Summary 396

20 *Feedback* 397

- 20.1 Interaction feedback 398
 - FeedbackTarget interface 398 ◊ MultiShape class 398
 - MultiShape subclasses 399 ◊ FeedbackTrigger class 400
 - FeedbackTrigger subclasses 401 ◊ Example: MultiShaping 402
- 20.2 Interaction management 411
 - FeedbackManager class 411 ◊ FeedbackMinion class 412
 - FeedbackManager subclasses 413 ◊ FeedbackGroupManager class 413
 - Example: TargetSelecting 415
- 20.3 Feedback elements 419
 - TextureShape class 420 ◊ TextureShape subclasses 421
 - SoundEffect Class 421 ◊ Example: TargetDecorating 422
- 20.4 Summary 428

21 *Visualization* 429

- 21.1 Change detection 430
 - Change poster model 431 ◊ ChangePoster class 431
- 21.2 World space techniques 433
 - World space classes 433 ◊ Example: DisplayFacing 435
 - Example: ConstantSizing 440 ◊ Example: WorldOverlaying 441
 - Example: PerfectOverlaying 443
- 21.3 Display space techniques 446
 - Display space classes 446 ◊ Example: DisplayOverlaying 448
- 21.4 Multiple displays 450
 - Example: MultiDisplaying 451
- 21.5 Summary 452

22 *Manipulation* 453

- 22.1 Passive feelers 453
 - Passive feeler classes 454 ◊ Bounding box utilities 454
 - Example: PassiveFeeling 455
- 22.2 Manipulation personae 461
 - A Better Way 461 ◊ Example: SecondPerson 462
 - Example: ThirdPerson 468
- 22.3 Summary 475

23 Access 477

23.1 Java 3D and Swing 477

FancyApp classes 477 ◊ Example: FancyApp 479

23.2 Java 3D and DnD 485

DndApp classes 485 ◊ Example: DndApp 487

23.3 Summary 487

24 Wrap-up 488

24.1 Hindsight is perfect 488

Event model 489 ◊ Event routing 489 ◊ Feedback model 489

Input sensors 489

24.2 The software 490

glossary 491

index 493