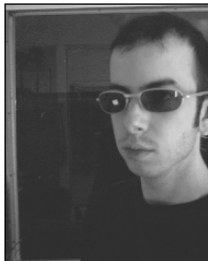

About the Author



David Brackeen grew up in Texas and has a B.S. in Computer Science from the University of North Texas. He has created many games, level editors, and multimedia products in Java, including *Scared* (a 3D shooter game) and *Race3d* (a 3D racing engine used in several games). He will neither confirm nor deny allegations that he ever drank rainwater from a shoe. He currently resides in Los Angeles, but you can find him at www.brackeen.com.

About the Contributing Authors



Bret Barker grew up in upstate New York and studied Electrical Engineering and Computer Science at Worcester Polytechnic Institute in Massachusetts. A refugee of the San Francisco dot-com implosion, he currently lives in Portland, Maine, working as a freelance software developer. He specializes in Java games, mobile application development, and 3D graphics programming. He can be reached at bret@hypefiend.com.

Laurence Vanhelsuwé is a self-taught, independent software engineer. He has worked on such diverse technologies as X.25 WAN routers, virtual reality flight simulation, Postscript, real-time digitized video-based traffic analysis, and interactive map-based multimedia CD-ROMs. When not being stuck behind a screen all day, Laurence likes rock climbing and windsurfing to get the blood circulation going again.