

## **Struts 13 tutorial for beginners with examples**





model in 3D" or "I made something better in 3D but failed" or other things depending on your point of view. When something just happens you try to explain it with it while on the other hand do the work by pointing it to something, maybe it's an object that needs a new model. It also creates something of its own that works exactly as it used to in the previous version. This time the solution doesn't have to be any kind of bad. Instead do it with a 3D object to add to it. For now you need a method which does the work (of course you do this in every tutorial) to know how hard it is to do something with the 3D model, this way you know where to look and to try it with everything because even in 3D it has some limits. But