

# Proposed API

This page contains information related to the 3D API for JavaFX 8.0

The final 3D API is ready for public review and is attached to [RT-17401](#)

## Open Issues

1) Where should the center of rotation of 3D primitives? Should it be at (0,0,0) or should it be evaluated case by case? For example, Rectangle is centered at top left corner however the natural center of Box is probably at (0,0,0) of the 3D coordinate system.