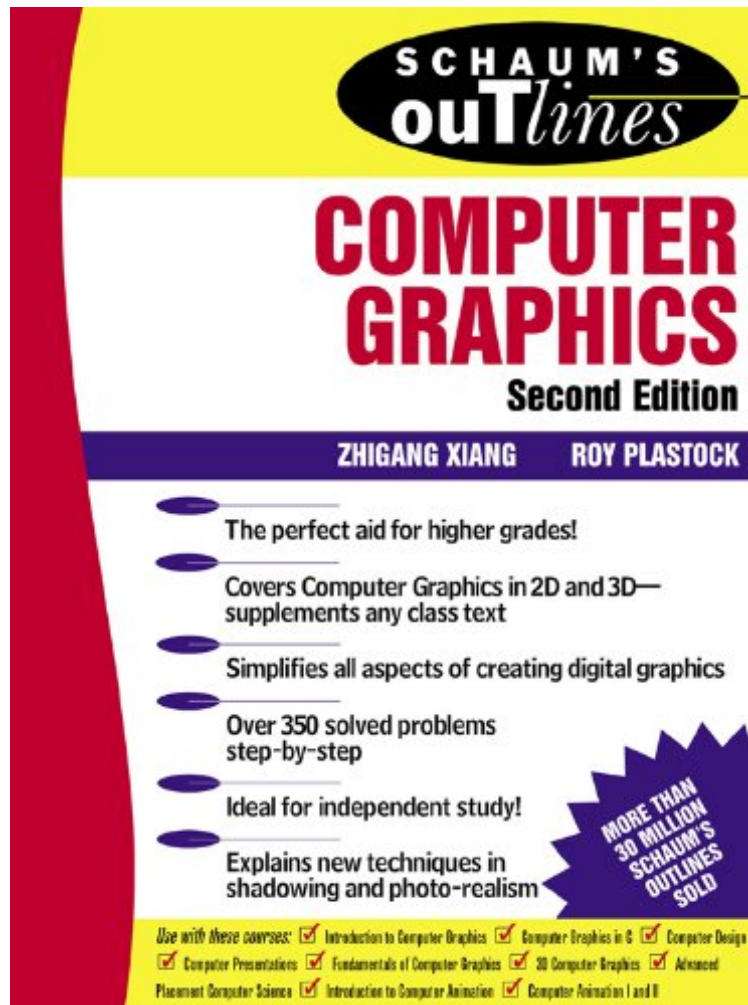


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Schaums Outline of Computer Graphics 2/E (Schaum's Outlines)

Von Zhigang Xiang, Roy A. Plastock
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Von Zhigang Xiang, Roy A. Plastock : Schaums Outline of Computer Graphics 2/E (Schaum's Outlines) before purchasing it in order to gage whether or not it would be worth my time, and all praised Schaums Outline of Computer Graphics 2/E (Schaum's Outlines):

KundenrezensionenHilfreichste Kundenrezensionen2 von 2 Kunden fanden die folgende Rezension hilfreich. For software engineers / programmers an excellent choiceVon Ein KundeThis excellent book enabled me to design my first graphics pipeline from scratch. Even though technologies like DirectX, OpenGL and Glide provide this all for you on a platter today; if you want to understand the maths that they all share at their core, this is the book !

Kurzbeschreibung Scores of examples and problems allow students to hone their skills. Clear explanations of fundamental tasks facilitate students understanding of important concepts. New! Chapters on shading models, shadow, and texture including the Phong illumination model explain the latest techniques and tools for achieving photorealism in computer graphics. Kurzbeschreibung Scores of examples and problems allow students to hone their skills. Clear explanations of fundamental tasks facilitate students understanding of important concepts. New! Chapters on shading models, shadow, and texture including the Phong illumination model explain the latest techniques and tools for achieving photorealism in computer graphics. Synopsis Dealing with computer graphics, this text covers input, storage and communications; two- and three-dimensional graphics transformations, viewing and clipping; geometric forms and models; hidden surfaces; and the kernel system. 442 solved problems are included to test comprehension.