



Genuine Books L computer graphics experiments tutorial(Chinese Edition)

By LI SHENG RUI DENG BIAN ZHU

paperback. Book Condition: New. Ship out in 2 business day, And Fast shipping, Free Tracking number will be provided after the shipment. Paperback. Pub Date: 2004 Pages: 227 Publisher: Machinery Industry title: computer graphics experiments tutorial original price: 27 yuan: Li Shengrui etc. Edited Press: Machinery Industry Publication Date: 2004 ISBN: 9787111152781 word count: 371.000 yards: 227 SUMMARY book: 1 Binding: Paperback: Weight: Editor's Choice \ t to the OpenGL development as the core. well-designed experiment 36. The book is divided into 10 chapters. only describes the basic elements of graphics. including 2D graphics and 3D objects rendering coordinate system transformation. lighting. materials. 2D textures. curves and surfaces. introduction of further development of the OpenGL graphics engineering kinds of technology. such as complex 3D modeling. audio system. camera control. particle systems. human-computer interaction technology. Book illustrated examples. all routines are developed based on a full-featured programming framework document (5DG the programming framework document). the code has detailed notes in Chinese. very readable. The book not only as a college for Computer Graphics experimental teaching materials. is also an ideal reference book for learning OpenGL. suitable for readers with C language-based use. The Win32 programming framework of the basic elements of the Contents...



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