1.	Record Nr.	UNINA9910450593203321
	Titolo	Mobile 3D graphics [[electronic resource]] : with OpenGL ES and M3G / / Kari Pulli ... [et al.]
	Pubbl/distr/stampa	Amsterdam ; ; London, : Elsevier/Morgan Kaufmann Publishers, c2008
	ISBN	1-281-09618-0
		9786611096182
		0-12-374642-6
		0-08-055591-8
	Edizione	[1st edition]
	Descrizione fisica	1 online resource (462 p.)
	Collana	Morgan Kaufmann series in computer graphics
	Altri autori (Persone)	PulliKari
	Disciplina	006.686
	Soggetti	Computer graphics
		Computer drawing
		Smartphones
		Three-dimensional display systems
		Electronic books.
	Lingua di pubblicazione	Inglese
	Formato	Materiale a stampa
	Livello bibliografico	Monografia
	Note generali	Description based upon print version of record.
	Nota di bibliografia	Includes bibliographical references and index.
	Nota di contenuto	Cover; Contents; Preface; About the Authors; Acknowledgments; Chapter 1. Introduction; 1.1 About This Book; 1.2 Graphics on Handheld Devices; 1.3 Mobile Graphics Standards; Part I: Anatomy of a Graphics Engine; Chapter 2. Linear Algebra for 3D Graphics; 2.1 Coordinate Systems; 2.2 Matrices; 2.3 Affine Transformations; 2.4 Eye Coordinate System; 2.5 Projections; 2.6 Viewport and 2D Coordinate Systems; Chapter 3. Low-Level Rendering; 3.1 Rendering Primitives; 3.2 Lighting; 3.3 Culling and Clipping; 3.4 Rasterization; 3.5 Per-Fragment Operations; 3.6 Life Cycle of a Frame; Chapter 4. Animation 4.1 Keyframe Animation4.2 Deforming Meshes; Chapter 5. Scene Management; 5.1 Triangle Meshes; 5.2 Scene Graphs; 5.3 Retained Mode Rendering; Chapter 6. Performance and Scalability; 6.1 Scalability; 6.2 Performance Optimization; 6.3 Changing and Querying the State; 6.4 Model Data; 6.5 Transformation Pipeline; 6.6 Lighting; 6.7 Textures; Part II: OpenGL ES and EGL; Chapter 7. Introducing OpenGL ES; 7.1 Khronos Group and OpenGL ES; 7.2 Design Principles;

Sommario/riassunto	Graphics and game developers must learn to program for mobility. This book will teach you how. ""This book - written by some of the key technical experts...provides a comprehensive but practical and easily understood introduction for any software engineer seeking to delight the consumer with rich 3D interactive experiences on their phone. Like the OpenGL ES and M3G standards it covers, this book is destined to become an enduring standard for many years to come."" - Lincoln Wallen, CTO, Electronic Arts, Mobile"This book is an escalator, which takes the field to new levels. T