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| 1. Record Nr.           | UNINA9910476950003321                                                                                                                                                                                                                                                                                                                         |
| Autore                  | Stemkoski Lee                                                                                                                                                                                                                                                                                                                                 |
| Titolo                  | Developing graphics frameworks with Python and OpenGL / / Lee<br>Stemkoski, Michael Pascale                                                                                                                                                                                                                                                   |
| Pubbl/distr/stampa      | Taylor & Francis, 2021<br>Boca Raton : , : CRC Press, , 2021                                                                                                                                                                                                                                                                                  |
| ISBN                    | 1-00-318137-6<br>1-000-40795-0                                                                                                                                                                                                                                                                                                                |
| Descrizione fisica      | 1 online resource (ix, 334 pages) : illustrations                                                                                                                                                                                                                                                                                             |
| Disciplina              | 006.6869                                                                                                                                                                                                                                                                                                                                      |
| Soggetti                | Computer graphics - Computer programs<br>Computer graphics                                                                                                                                                                                                                                                                                    |
| Lingua di pubblicazione | Inglese                                                                                                                                                                                                                                                                                                                                       |
| Formato                 | Materiale a stampa                                                                                                                                                                                                                                                                                                                            |
| Livello bibliografico   | Monografia                                                                                                                                                                                                                                                                                                                                    |
| Nota di contenuto       | Introduction to computer graphics -- Introduction to Pygame and OpenGL -- Matrix algebra and transformations -- A scene graph framework -- Textures -- Light and shadow.                                                                                                                                                                      |
| Sommario/riassunto      | Developing Graphics Frameworks with Python and OpenGL shows you how to create software for rendering complete three-dimensional scenes. The authors explain the foundational theoretical concepts as well as the practical programming techniques that will enable you to create your own animated and interactive computer-generated worlds. |