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Edizione	[1st edition]
Descrizione fisica	1 online resource (462 p.)
Collana	Morgan Kaufmann series in computer graphics
Altri autori (Persone)	PulliKari
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Soggetti	Computer graphics Computer drawing Smartphones Three-dimensional display systems
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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; 7.3 Resources; 7.4 API Overview; 7.5 Hello, OpenGL ES!; Chapter 8.

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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
