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| Autore                  | FERGUSON R. STUART   |
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| Descrizione fisica      | 1 online resource (517 p.)   |
| Collana                 | An A. K. Peters Book   |
| Classificazione         | COM012000COM012040MAT001000  |
| Disciplina              | 006.6/93   |
| Soggetti                | Computer graphics<br>Computer animation<br>Computer algorithms<br>Three-dimensional display systems  |
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| Formato                 | Materiale a stampa   |
| Livello bibliografico   | Monografia   |
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| Nota di bibliografia    | Includes bibliographical references.   |
| Nota di contenuto       | Front Cover; Contents; Preface; Part I: Basic principles; 1. Introduction; 2. Basic theory and mathematical results; 3. Data structures for 3D graphics; 4. Basic visualization; 5. Realistic visualization; 6. Computer animation; Part II: Practical 3D graphics; 7. Real-time 3D: OpenGL; 8. Mobile 3D: OpenGL ES; 9. The complete package: OpenFX; Part III: Practical algorithms for modeling and procedural textures; 10. Modeling with polygonal datasets; 11. Algorithms for procedural textures; Bibliography |
| Sommario/riassunto      | Practical Algorithms for 3D Computer Graphics, Second Edition covers the fundamental algorithms that are the core of all 3D computer graphics software packages. Using Core OpenGL and OpenGL ES, the book enables you to create a complete suite of programs for 3D computer animation, modeling, and image synthesis.  |