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Advanced graphics programming using C/C++ | Guide books Advanced graphics programming in C and C++ by Stevens, Roger T., 1927-Publication date 1992 Topics C (Computer program language), C++ (Computer program language), Computer graphics, C (Computer program language), C++ (Computer program language), Computer graphics Publisher San Mateo, CA : M & T Books

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A Gentle Introduction to Computer Graphics Programming Additional Physical Format: Online version: Johnson, Nelson. Advanced graphics in C. Berkeley, Calif. : Osborne McGraw-Hill, ©1987 (OCoLC)769699013

Advanced graphics in C : programming and techniques (Book ... Buy Advanced Graphics Programming Using OpenGL (The Morgan Kaufmann Series in Computer Graphics) by McReynolds, Tom, Blythe, David (ISBN: 9781558606593) from Amazon's Book Store. Everyday low prices and free delivery on eligible orders.

This guide shows users how to add graphics in C with state-of-the-art techniques and a complete sample graphics program with a rotatable and scalable character set Advanced Graphics Programming In C & C++ Is Packed With Example And Sample Program. And Because It Contains All Of The Source Code, You Can Easily Modify The Function To Suit Your Specific Needs. The Listings Are Also Available On Disk In Ms/Pc-Dos Format And Require An Ibm Pc Or Compatible With A Vga Card, A Vga Monitor, And Borland C++

A source for advanced PC graphics topics currently being used in a wide variety of fields. Stresses a hands-on approach, providing numerous program examples written in C and applicable to any C compiler with correct, ready-to-use and well-described code. Covers ray tracing, used to create realistic 3-D graphics. Includes information on graphical file formats and manipulating digital images. Also focuses on printing screens and images.

Today truly useful and interactive graphics are available on affordable computers. While hardware progress has been impressive, widespread gains in software expertise have come more slowly. Information about advanced techniques—beyond those learned in introductory computer graphics texts—is not as easy to come by as inexpensive hardware. This book brings the graphics programmer beyond the basics and introduces them to advanced knowledge that is hard to obtain outside of an intensive CG work environment. The book is about graphics techniques—those that don't require esoteric hardware or custom graphics libraries—that are written in a comprehensive style and do useful things. It covers graphics that are not covered well in your old graphics textbook. But it also goes further, teaching you how to apply those techniques in real world applications, filling real world needs. Emphasizes the algorithmic side of computer graphics, with a practical application focus, and provides usable techniques for real world problems. Serves as an introduction to the techniques that are hard to obtain outside of an intensive computer graphics work environment. Sophisticated and novel programming techniques are implemented in C using the OpenGL library, including coverage of color and lighting: texture mapping; blending and compositing; antialiasing; image processing; special effects; natural phenomena; artistic and non-photorealistic techniques, and many others.

This new edition provides step-by-step instruction on modern 3D graphics shader programming in OpenGL with C++, along with its theoretical foundations. It is appropriate both for computer science graphics courses and for professionals interested in mastering 3D graphics skills. It has been designed in a 4-color, "teach-yourself" format with numerous examples that the reader can run just as presented. Every shader stage is explored, from the basics of modeling, textures, lighting, shadows, etc., through advanced techniques such as tessellation, normal mapping, noise maps, as well as new chapters on simulating water, stereoscopy, and ray tracing. FEATURES: Covers modern OpenGL 4.0+ shader programming in C++, with instructions for both PC/Windows and Macintosh Adds new chapters on simulating water, stereoscopy, and ray tracing Includes companion files with code, object models, figures, and more (also available for downloading by writing to the publisher) Illustrates every technique with running code examples. Everything needed to install the libraries, and complete source code for each example Includes step-by-step instruction for using each GLSL programmable pipeline stage (vertex, tessellation, geometry, and fragment) Explores practical examples for modeling, lighting, and shadows (including soft shadows), terrain, water, and 3D materials such as wood and marble Explains how to optimize code for tools such as Nvidia's Nsight debugger.

Companion to Graphics Programming in C, this comprehensive text is intended for C and C++ programmers who want to create graphic designs on their IBM PC or compatible. Through in-depth discussions and sample programs, readers are shown how to create advanced 3-D shapes, wireframe graphics and solid images. The book also covers object oriented programming techniques and presents practical tips and pointers for designing graphics applications with objects. All source code is available on disk in MS/PS-DOS format.

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