

## computer graphics and practical programming



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paperback. Book Condition: New. Ship out in 2 business day, And Fast shipping, Free Tracking number will be provided after the shipment. Pages Number: 286 Publisher: Beijing University of Aeronautics published Society Pub. Date :2009-03. After years of teaching, research and technology development, based on the height from the theory of computer graphics and computer graphics to study the practical point of view, the preparation of this material. Book is divided on the next, a total of 13 chapters. Article on the introduction of computer graphics principles, algorithms and implementation, from basic graphics generation, from simple to complex, from two-dimensional to multidimensional, step by step. Next description is based on practical MFC and OpenGL graphics programming, apply what they learn, and play the role of replication. Says: the concept of computer graphics, development, application and hardware and software systems; straight line, circle, oval basic graphics generation, curves and filled region; geometry of the projection and transformation; graphic cutting, blanking processing; illumination model and generate realistic patterns mapping, image processing basics and with VC++ for interactive graphic design examples. Computer Graphics and practical programming techniques can be used as a computer, and aerospace, machinery, electronics, construction and other professional undergraduate teaching, but also can be used as reference books related to engineering staff. Contents: Chapter 1 articles on the basics of computer graphics 1.1 Overview 21.1.1 21.1.2 The concept of computer graphics research content 21.1.3 computer graphics and image processing computer graphics computer graphics development relationships 31.2 31.2. a brief history of computer graphics computer graphics developments 31.2.2 51.3 71.4 Application of computer graphics computer graphics computer graphics system 91.4.1 Hardware 91.4.2 system software, computer graphics system 10 Exercises 10 Chapter 2 Basic graphics calculation of generation and 2.1 generation algorithm 112.1.1 straight line dda algorithm 112.1.2 122.2 linear quadratic...



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