<<   >>

<<   >>

13   ISBN   9787040137248

10   ISBN   7040137240

2003-10

719

900000

PDF

OpenGL   OpenGL
API

OpenGL   OpenGL

Page 3

Edward Angel is currently a professor of Commputer Sicience,Electrical and Computer Engineering and Media Arts at the university of new mexico.He was recently named the Director of the Art tech Center at UNM in the College of Fine Arts.Professor Angel

Classical graphics techniques arose as a medium to convey information among people.Although spoken and written languages serve a similar purpose the human viSUal system is unrivaled bo as a processor of data and as a pattern recognizer.More than 4000 years ago' the Babylonians displayed floor plans of buildings on stones.More an 2000 years ago.the Greeks were able to convey their architectural ideas graphically,even though the related mathematics was not developed until the Renaissance.Today,the same type of information iS generated by architects mechanical designers' and draftspeople using computer- based drafting systems.For centuries cartographers have developed maps to display celestial and geographical information.Such maps were crucial to navigators as these people explored e ends ofthe earth maps are no less important today in fields such as geographic information systems.Now,maps can be developed and manipulated in real time over Che Internet.Over the past 1 00 years workers in the field of statistics have explored tech. niques for generating plots that aidthe viewer in determining the information in a set ofdata.Now,we have computer plotting packages that provide a variety of plotting techniques and color tools.and that can handle multiple large data sets.Nevertheless.it is still the human' S ability to recognize visual patterns that ultimatelv allows us to interoret the information contalned in the data.Medicine poses interesting and important data

analysis problems.New imag. ing technologics——such as computed tomography C 7 magnetic resonance imaging Mea ultrasound' and positron.emission tomography PET generate three-dimensional data that must be subjected to algorithmic ma. nipulafion to provide useful information.Color Plate 20 shows an image of a person'S head in which the skin iS displayed as transparent and the muscles are displayed as opaque.Although the data were collected by a medical imaging system computer graphics produced the image that shows the structures.

——

——   ——
——

This is third edition of this widely adopted textbook.It gets beginners creating exciting interactive graphics applications quickly using OpenGL,the most widely used 3D graphics API in the industry,and provides a solid background for future work in computer graphics,The book covers all topics required for a fundamental course in computer graphics,such as light-material interactions,shading,modeling,curves and surfaces,antialiasing,texture mapping and compositing,as well as hardware issues.   This edition includes an expanded breadth and depth of material to account for new developments in the field,including new material on image processing,texture mapping,multirendering,image-based rendering and parallel rendering,as well as more material on interaction using selection mode,smooth animations,object-oriented graphics and scene graphics,and ray tracing and radiosity.   Included is a CD-ROM with OpenGL resources and book supplements.

: ———   OpenGL   (3   )
——

——   ——
——

This is third edition of this widely adopted textbook.It gets beginners creating exciting interactive graphics applications quickly using OpenGL,the most widely used 3D graphics API in the industry,and provides a solid background for future work in computer graphics,The book covers all topics required for a fundamental course in computer graphics,such as light-material interactions,shading,modeling,curves and surfaces,antialiasing,texture mapping,and compositing,as well as hardware issues.This edition includes an expanded breadth and depth of material to account for new developments in the field,including new material on image processing,texture mapping,multirendering,image-based rendering,and parallel rendering,as well as more material on interaction using selection mode,smooth animations,object-oriented graphics and scene graphics,and ray tracing and radiosity.Included is a CD-ROM with OpenGL resources and book supplements.

<<   >>

PDF

:http://www.tushu007.com