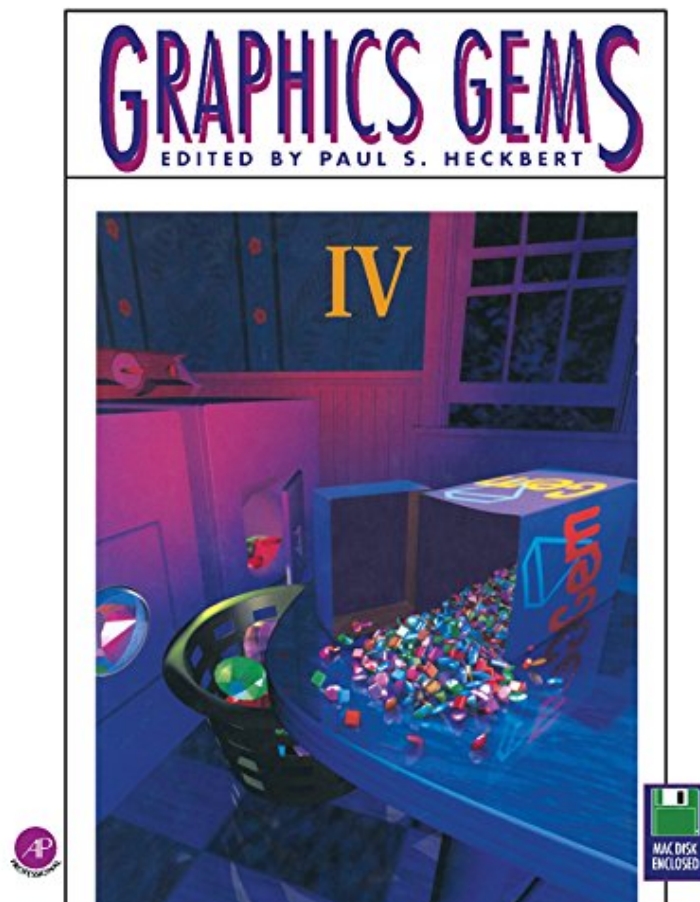


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KundenrezensionenHilfreichste Kundenrezensionen0 von 1 Kunden fanden die folgende Rezension hilfreich. Fourth in the classic seriesVon Eric HainesI'm the archivist for the free Graphics Gems code base on the web. I do it for free, because this code is so valuable. Others think so, too: there is an average of 100 hits a day on the site. Go look at the online list of what's in this volume to see if it's for you.Highlights (for me) include point in polygon testing (yeah, I wrote it), the arcball, matrix decomposition, an implicit surface polygonizer, a fast alternate Phong lighting model, and fast embossing.0 von 1 Kunden fanden die folgende Rezension hilfreich. Essential if you can't find it in a library!Von Ein KundeThis contains my favorite "Graphics Gem", an algorithm for testing whether a polyhedron intersects with a

3-D box or many boxes. The full set of Graphics Gems is so expensive that I can't bring myself to buy it. Instead, I've looked up gems like that intersection test in a library copy of the book. If you don't have convenient access to it in a library, then you might as well dig up your credit card.

Kurzbeschreibung Graphics Gems IV contains practical techniques for 2D and 3D modeling, animation, rendering, and image processing. The book presents articles on polygons and polyhedral; a mix of formulas, optimized algorithms, and tutorial information on the geometry of 2D, 3D, and n-D space; transformations; and parametric curves and surfaces. The text also includes articles on ray tracing; shading 3D models; and frame buffer techniques. Articles on image processing; algorithms for graphical layout; basic interpolation methods; and subroutine libraries for vector and matrix algebra are also demonstrated. Computer engineers and designers will find the book invaluable.

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Synopsis Graphics Gems IV is the newest volume in the Graphics Gems series. All of the books in the series contain practical solutions for graphics problems using the latest techniques in the field. The books in this series have become essential, time saving tools for many programmers. Volume IV is a collection of carefully crafted gems which are all new and innovative. All of the gems are immediately accessible and useful in formulating clean, fast, and elegant programs. The C programming language has been used for most of the program listings, although several of the gems have C++ implementations. *IBM version Includes one 3 1/2 high-density disk. System Requirements: 286 or higher IBM PC compatible, DOS 4.0 or higher