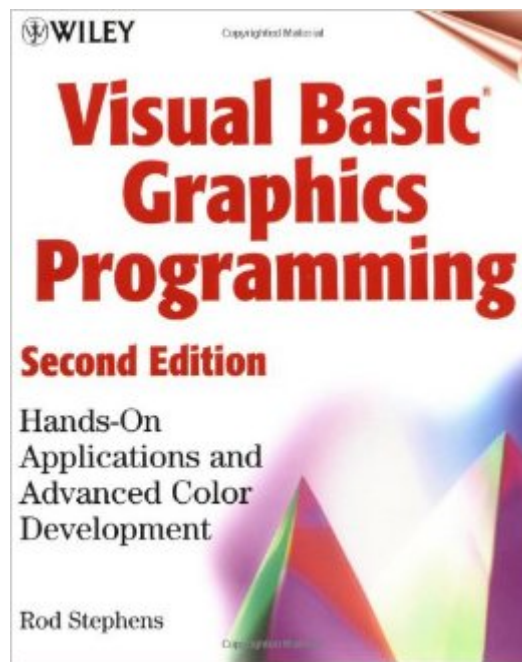


The book was found

Visual Basic(r) Graphics Programming: Hands-On Applications And Advanced Color Development, 2nd Edition



Synopsis

All the tools you need to create the full range of Visual Basic(r) color graphics applications. Expert Rod Stephens provides you with everything you need to add advanced graphics to your applications in this in-depth introduction to graphic programming with Microsoft Visual Basic. From images using as few as 16 colors to "true-color" applications that use more than 16 million, he shows you how to create the full range of color graphics applications. You'll learn how to use Visual Basic controls to create impressive graphic effects without having to buy expensive add-on products. This book/CD-ROM package also explains how to integrate imaging, animation, and two- and three-dimensional graphics into an application. And you'll find the tools to manipulate color images, overlay one image on another, build scrolled windows, and much more. The Second Edition covers:

- * New API functions
- * Bitmap image morphing
- * New algorithms for hidden surface removal
- * Print preview with multiple pages and scales
- * Image processing, including high color and true color
- * Examples of controlling animation using simulation
- * New examples that demonstrate shape-distorting transformations
- * New examples of fractals and tilings
- * Gouraud shading, Phong shading, and texturing
- * Ray tracing speed improvements
- * Ray tracing for new kinds of objects

The CD-ROM includes:

- * More than 400 complete, ready-to-run example programs
- * Pictures to use with the example programs
- * Images generated by the programs
- * Color images of many of the figures from the book
- * Source code for all example programs from the First Edition

Book Information

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Customer Reviews

This review refers to the book Visual Basic Graphics Programming Hands On Applications and Color Development, 2nd edition, 2000 by Wiley Publishing, Author is Rod Stephens I purchased this book in order to brush up on basic computer graphics theory and implementation. Although I already have academic books on computer graphics (like Van Dam, Foley), most of these books do not include complete implementations of the concepts, for example they may just have some pseudocode on a topic like raytracing. Furthermore most of these books assume a certain level of mathematical sophistication. I purchased this book because the author assumes very little background in mathematics and essentially no background in computer graphics and he covers core concepts in computer graphics (like ray tracing) in a very simple manner using a relatively easy programming language (visual basic). Furthermore, he included complete source code and executables for examples with the book which was very important for me to have. It is not a comprehensive textbook of computer graphics like Van Dam, Foley, etc. If you want to know computer graphics algorithms and want a comprehensive text on the theory of computer graphics then I suggest you also purchase Van Dam or book like that. If you are an experienced programmer and you know how to implement algorithms from pseudocode found in texts like Van Dam, then you may not find this book useful.

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