

Leen Ammeraal · Kang Zhang

Computer Graphics for Java Programmers

Third Edition

 Springer

Computer Graphics For Java Programmers

Léo Pomar



Computer Graphics For Java Programmers:

Computer Graphics for Java Programmers Leen Ammeraal, Kang Zhang, 2017-10-12 This third edition covers fundamental concepts in creating and manipulating 2D and 3D graphical objects including topics from classic graphics algorithms to color and shading models It maintains the style of the two previous editions teaching each graphics topic in a sequence of concepts mathematics algorithms optimization techniques and Java coding Completely revised and updated according to years of classroom teaching the third edition of this highly popular textbook contains a large number of ready to run Java programs and an algorithm animation and demonstration open source software also in Java It includes exercises and examples making it ideal for classroom use or self study and provides a perfect foundation for programming computer graphics using Java Undergraduate and graduate students majoring specifically in computer science computer engineering electronic engineering information systems and related disciplines will use this textbook for their courses Professionals and industrial practitioners who wish to learn and explore basic computer graphics techniques will also find this book a valuable resource

Computer Graphics for Java Programmers Leen Ammeraal, 1998-04-29 Computer Graphics for Java Programmers is a good place to start for those with a little experience of Java who wish to create and manipulate 2D and 3D graphical objects Two dimensional subjects discussed include logical coordinates triangulation of polygons and both Bezier and B spline curve fitting There is also a chapter about transformations culminating in a useful Java class for 3D rotations about an arbitrary axis The perspective representation of 3D solid objects is discussed in detail including efficient algorithms for hidden face and hidden line elimination These and many other algorithms are accompanied by complete ready to run Java programs which can be downloaded from the accompanying web site Computer Graphics For Java Programmers, 2Nd Ed Leen Ammeraal & Kang Zhang, 2007-05-31 The book covers elementary concepts how to produce simple graphical objects using logical coordinates producing filled regions etc It provides a host of ready to run programs and worked examples to illuminate general principles and geometric techniques for the creation of both 2D and 3D graphical objects Elementary Concepts Applied Geometry Geometrical Transformations Some Classic Algorithms Perspective Hidden Line Elimination Hidden Face Elimination Fractals Computer Graphics for Java Programmers, Second Edition Leen Ammeraal, Kang Zhang, 2007 A great many varied and interesting visual effects can be achieved with computer graphics for which a fundamental understanding of the underlying mathematical concepts and a knowledge of how they can be implemented in a particular programming language is essential Computer Graphics for Java Programmers 2nd edition covers elementary concepts in creating and manipulating 2D and 3D graphical objects covering topics from classic graphics algorithms to perspective drawings and hidden line elimination Completely revised and updated throughout the second edition of this highly popular textbook contains a host of ready to run programs and worked examples illuminating general principles and geometric techniques Ideal for classroom use or self study it provides a perfect foundation for programming computer

graphics using Java

Foundations of 3D Graphics Programming Jim X. Chen, Chunyang Chen, 2008-12-10 OpenGL which has been bound in C is a seasoned graphics library for scientists and engineers As we know Java is a rapidly growing language becoming the de facto standard of Computer Science learning and application development platform as many undergraduate computer science programs are adopting Java in place of C C Released by Sun Microsystems in June 2003 the recent OpenGL binding with Java JOGL provides students scientists and engineers a new venue of graphics learning research and applications Overview This book aims to be a shortcut to graphics theory and programming in JOGL Specifically it covers OpenGL programming in Java using JOGL along with concise computer graphics theories It covers all graphics basics and several advanced topics without including some implementation details that are not necessary in graphics applications It also covers some basic concepts in Java programming for C C programmers It is designed as a textbook for students who know programming basics already It is an excellent shortcut to learn 3D graphics for scientists and engineers who understand Java programming It is also a good reference for C C graphics vi Preface programmers to learn Java and JOGL This book is a companion to Guide to Graphics Software Tools Springer Verlag New York ISBN 0 387 95049 4 which covers a smaller graphics area with similar examples in C but has a comprehensive list of graphics software tools Organization and Features This book concisely introduces graphics theory and programming in Java with JOGL

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Graphics Programming with Java Roger T. Stevens, 1997 Within the pages of this book readers will find everything they need to know for integrating Java into their programming toolbox If they re already working in C the transition will be made easier and if they re just beginning the program they ll find all the programming basics The CD contains code from the book and a variety of software demos and utilities

Processing, second edition Casey Reas, Ben Fry, 2014-12-26 The new edition of an introduction to computer programming within the context of the visual arts using the open source programming language Processing thoroughly updated throughout The visual arts are rapidly changing as media moves into the web mobile devices and architecture When designers and artists learn the basics of writing software they develop a new form of literacy that enables them to create new media for the present and to imagine future media that are beyond the capacities of current software tools This book introduces this new literacy by teaching computer programming within the context of the visual arts It offers a comprehensive reference and text for Processing www.processing.org an open source programming language that can be used by students artists designers

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InfoWorld, 2001-01-08 InfoWorld is targeted to Senior IT professionals Content is segmented into Channels and Topic Centers InfoWorld also celebrates people companies and projects

Software Engineering James F. Peters, Witold Pedrycz, 2000 A clear cut practical approach to software development Emphasizing both the design and analysis of the technology Peters and Pedrycz have written a comprehensive and complete text on a quantitative approach to software engineering As you read the text you will learn the software design practices that are standard practice in the industry today Practical approaches to specifying designing and testing software as well as the foundations of Software Engineering are also presented And the latest information in the field additional experiments and solutions to selected problems are available at the authors' web site <http://www.ee.umanitoba.ca/clib/main.html> Key Features Thorough coverage is provided on the quantitative aspects of software Engineering including software measures software quality software costs and software reliability A complete case study allows students to trace the application of methods and practices in each chapter Examples found throughout the text are in C and Java A wide range of elementary and intermediate problems as well as more advanced research problems are available at the end of each chapter Students are given the opportunity to expand their horizons through frequent references to related web pages

Modern Compiler Design Dick Grune, 2000-10-11 While focusing on the essential techniques common to all language paradigms this book provides readers with the skills required for modern compiler construction All the major programming types imperative object oriented functional logic and distributed are covered Practical emphasis is placed on implementation and optimization techniques which includes tools for automating compiler design

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Proceedings IEEE Computer Society, 2002 Annotation This proceedings of the July 2002 conference presents new developments in modeling tools for rendering abstract concepts The 116 papers are arranged into sessions such as collaborative information visualization environments animation curves the semantic web and applications in geography and medicine Topics include a visual query language for large spatial databases cooperative robot teleoperation through virtual reality interfaces visualizing temporal features in large scale microarray time series data and using bibliographic maps to analyze term distribution in scientific papers The CD ROM is an electronic version of the book No subject index Annotation copyrighted by Book News Inc Portland OR

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