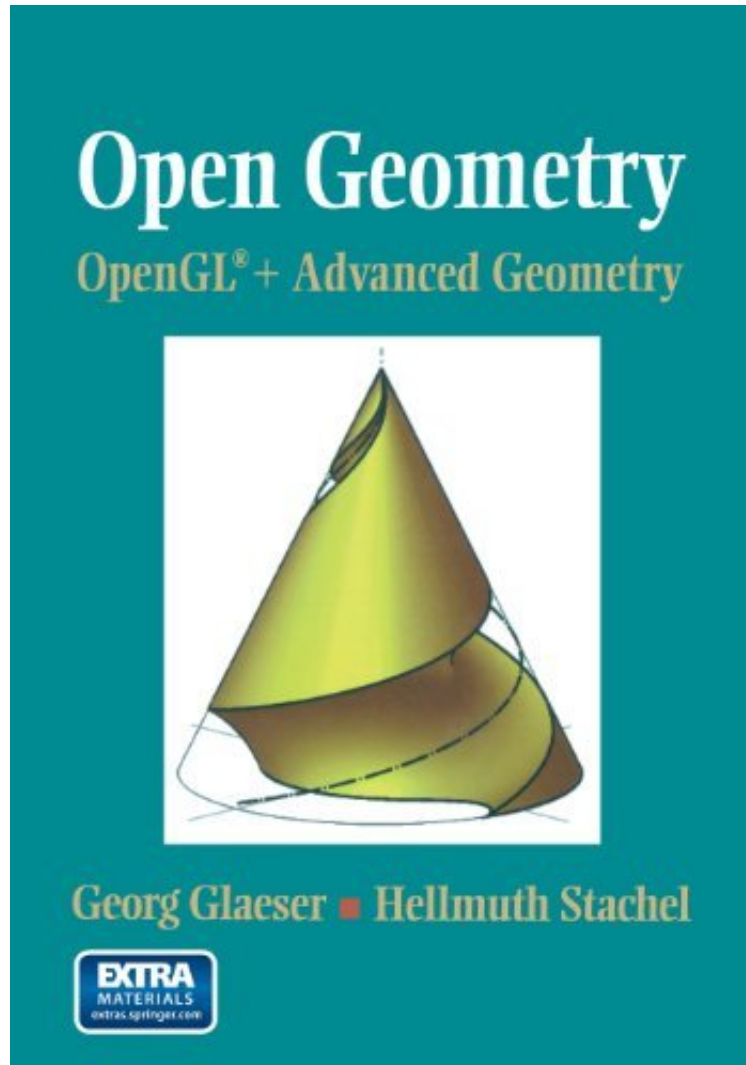


Open Geometry: OpenGL + Advanced Geometry: Opengl + Advanced Geometry

Von Georg Glaeser, Hellmuth Stachel
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Von Georg Glaeser, Hellmuth Stachel : Open Geometry: OpenGL + Advanced Geometry: Opengl + Advanced Geometry before purchasing it in order to gage whether or not it would be worth my time, and all praised Open Geometry: OpenGL + Advanced Geometry: Opengl + Advanced Geometry:

KundenrezensionenHilfreichste Kundenrezensionen2 von 2 Kunden fanden die folgende Rezension hilfreich.
Interesting Topics Yes, but OGL isn't a focal pointVon John G. FergusonI am not here to complain that the book doesn't teach you about OpenGL, that's what Moo's Red Book does, very very well.I am not pleased with this book since I could only put myself through dealing with the first 1/4 and then I peeked ahead to see if it would give me what

I want. DO NOT get this book if you: [1] Want a concise, self-contained book on Graphics math: try ISBN: 083113111X by Mortenson who actually focuses on MATH. [2] Want a book that shows you how to work your code in with OGL, to help OGL do things faster (say like doing your own lighting or culling). I wish I could find such a text, alas you must go cast your net into the sea of data called the internet, there's tons of samples and links. Also, general papers like Kenneth Hoff's are a great place to bend your mind. [3] If you want to avoid spelunking YAAW (Yet Another API Wrapper) don't get this book, you get to see OpenGeometry all over, OGL is also ran. [4] Good C++? How about correct C++? The comment on how C++ handles arrays of pointers is frighteningly wrong. In addition the code looks like something from an MSJ article on using MFC. This is a direct affect of using such a class library in such a fashion. [5] He could have used GLUT and made those of us who like the Open aspect of OpenGL happier. Otherwise, it may be true that this book is one of the few to cover certain topics, however I'll try other roads first.

1 von 1 Kunden fanden die folgende Rezension hilfreich. Bookware - be aware before you buy Von Ein Kunde The book is actually a manual for the authors' geometry library, which is provided in full as source. The example programs are excellent. Unfortunately I bought the book with the intention of using it as a reference for implementing such features as CSG and kinematics. The book itself is not a particularly good text on the subjects, partly due to the weak English used, and partly due to the majority of the book being devoted to describing the use of the library. The two subjects I was looking for were among the better described in the book. If you're looking for a completely written "bookware" geometry library you'll probably be completely happy. However, be aware the if you're looking to implement the effects described yourself, the best way to learn is by reading the source (which there is plenty of). There are plenty of good graphics programming sites with better explanations than here on the web for free. However there are few libraries as complete. The book's price is also reasonable, considering the ammount charged by some bookware authors.

0 von 0 Kunden fanden die folgende Rezension hilfreich. Open Geometry was a great textbook in a graduate course Von Michael Beeson I used this book as a textbook to teach a graduate course in "Geometry and Computer Graphics" at San Jose State University. The course was a success, and the book was crucial to that success. The book describes, and gives examples of the use of, the Open Geometry programming system, developed by the authors. You get a copy of this system on a CD-ROM with the book. Indeed, perhaps I should say that you get a copy of the book with this CD-ROM. Open Geometry is a collection of C++ classes making it easy to program advanced three-dimensional graphics. For example, one of the sample programs is called "The Blue Planet and its Only Moon", and shows two colored and beautifully shaded spheres, with one in animated motion around the other. The shading changes as the moon orbits. The program to produce this fits on one small screen, and begins with variable declarations like "Sphere Earth;". The architecture of Open Geometry is based on C++ classes that correspond to geometrical objects. Thus, there are classes for points, vectors, lines, planes, polygons, circles, spheres, parametric surfaces, polyhedra, etc. The actual rendering of these objects is accomplished by OpenGL, a cross-platform graphics library that is implemented on both UNIX and Windows, as well as the Silicon Graphics machines where it originated. We used the Windows version of Open Geometry, which comes with a nice Windows interface. It is distributed as source code, so you get a project to open in Microsoft Visual C++. You can add your own source code to that project (or a copy of it). For most of the class programming projects, a knowledge of Windows programming was optional. The book (and CD-ROM) contains a large number of interesting example programs illustrating the features of Open Geometry, including various kinds of parametrized surfaces and examples from kinematics. We had no serious difficulties in using the system to write programs in a number of different areas of geometry: minimal surfaces, cartography (did you know there are hundreds of different known projections of the sphere to a plane used for maps?) and regular polyhedra, to mention a few. The final assignment of the semester, which the students accomplished in two weeks, was to program a three-dimensional, manipulable Rubik's cube. By means of toolbar buttons, the cube can be manipulated as you could a real one; but you can also input instructions for a compound sequence of operations on the cube. I recommend this book to anyone who knows C++ and wants to learn about 3d graphics programming.

Kurzbeschreibung At once a programming course that emphasises object-oriented thinking as well as a well-documented, versatile, and robust geometry library. All of the relevant geometry is covered in depth to provide a good understanding of the background to this topic. Many of the most common intersection problems and measuring tasks are covered, with the authors discussing the creation of arbitrary geometric objects and the use of Boolean operations to create more general solid objects. As a result, all those looking for an in-depth introduction to graphics programming will find this a solid, hands-on text.

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Synopsis This book is about

graphics programming using Open GL. It presents both a programming course that emphasizes object-oriented thinking and a well-documented, versatile, and robust geometry library. All the source code is provided on the accompanying diskette so that readers may use and study the library without having to worry too much about their implementation. All of the relevant geometry is covered in depth to give readers a good understanding of the background to this topic. Many of the most common intersection problems and measuring tasks (both planar and spatial) are covered. The authors discuss the creation of arbitrary geometric objects and the use of Boolean operations to create more general solid objects. As a result, all those looking for an in-depth introduction to graphics programming will find this a solid, hands-on text.