



Guide to Graphics Software Tools (Springer Professional Computing)

Jim X. Chen

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Current graphics software and hardware combine to allow multiple-level functionality and open up new application areas for scientists of all disciplines, and for computer scientists and engineers in particular.

This integrated guide explains and lists readily available and widely used graphics software tools and their applications, while also serving as a shortcut to graphics theory and programming. It grounds readers in fundamental concepts and helps them use visualization, modeling, simulation, and virtual reality to complement and improve their work.

Features:

- * Comprehensive and practical coverage of software graphics tools
- * Provides a uniquely categorized compendium of 265 3-D graphics software tools
- * Concise listings of platforms and pricing, applications, examples, functions, and related Web resources
- * Shortcut to practical graphics principles and methods
- * Includes a CD-ROM with extensive collection of source code and executables
- * Extensive pointers to websites and other proven helpful sources
- * Combines theory and OpenGL programming with an accessible approach

Readers will find the book an authoritative and useful catalogue of practical, working software tools and methods.

About the author: Jim Chen is director of the Computer Graphics Laboratory at George Mason University and editor of the visualization column, and the Visualization Portal (website), for the IEEE magazine, Computing in Science and Engineering.

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