



# Graphics Programming Methods (Charles River Media Graphics)

*Jeff Lander*

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## **Graphics Programming Methods (Charles River Media Graphics) Jeff Lander**

The capabilities and computational speed of today's hardware have dramatically enhanced graphics technology. These improvements happen so quickly, however, that it is often difficult for programmers to keep pace. Graphics Programming Methods is a unique collection of application and technique-driven articles that provide practical methods for solving problems facing every graphics programmer. Each article is written by an experienced programmer and details how to apply new techniques or improve upon widely-used methods. Using interesting and advanced research, the collection addresses key issues in animation, geometry, and rendering. All of the research is presented in a practical and approachable manner and most examples include full source code, making immediate implementation of the techniques possible. This innovative collection is a must-have resource for graphics programmers that will help you think critically, expand your knowledge, and create new methods of your own.

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