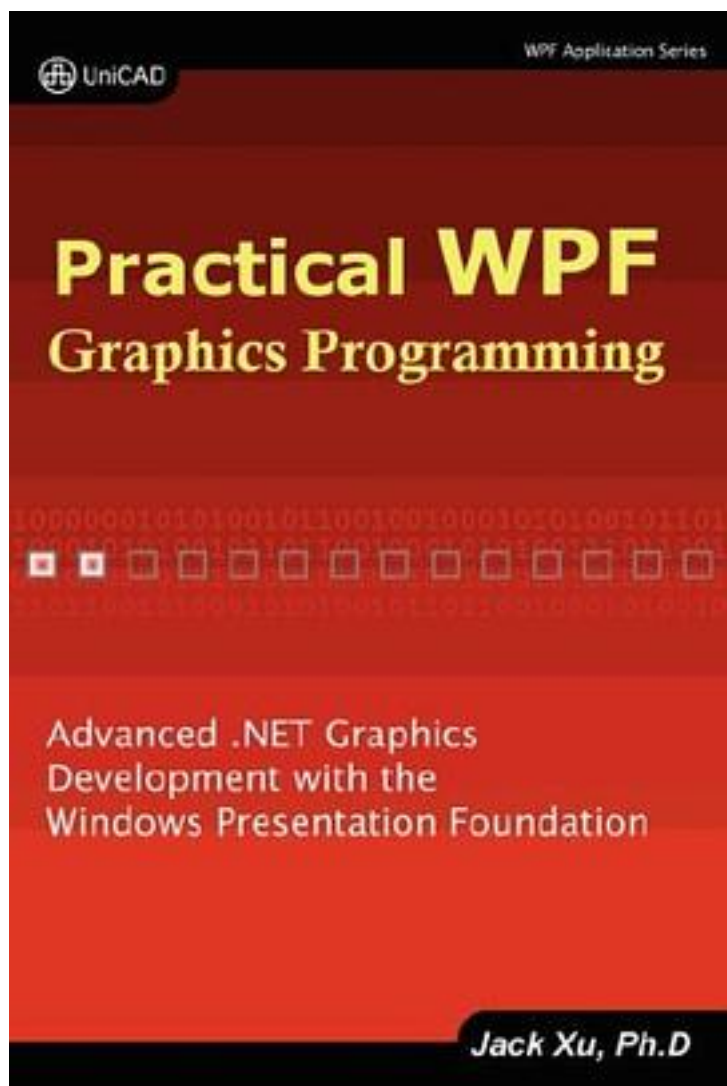


Practical WPF Graphics Programming



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The Windows Presentation Foundation (WPF) is a next generation graphics platform that is part of .NET 3.0 and .NET 3.5. It allows you to build advanced user interfaces that incorporate documents, media, 2D and 3D graphics, animations, and web-like characteristics. "Practical WPF Graphics Programming" provides all the tools you need to develop professional graphics applications using WPF and C#. This book will be useful for WPF and C# programmers of all skill levels. It provides a complete and comprehensive explanation of the WPF graphics capability, and pays special attention to the details of code implementation. The book shows you how to create a variety of graphics ranging from simple 2D shapes to complex 3D surfaces and interactive 3D models. It includes over 120 code examples, which cover broad array of topics on WPF graphics programming. You will learn how to create a full range of 2D and 3D graphics applications and how to implement custom 3D geometries and shapes that can be reused in your WPF projects. Please visit the author's website for more information about this book at www.authors.unicadpublish.com/jack_xu.

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