WINDOWS 3D编程
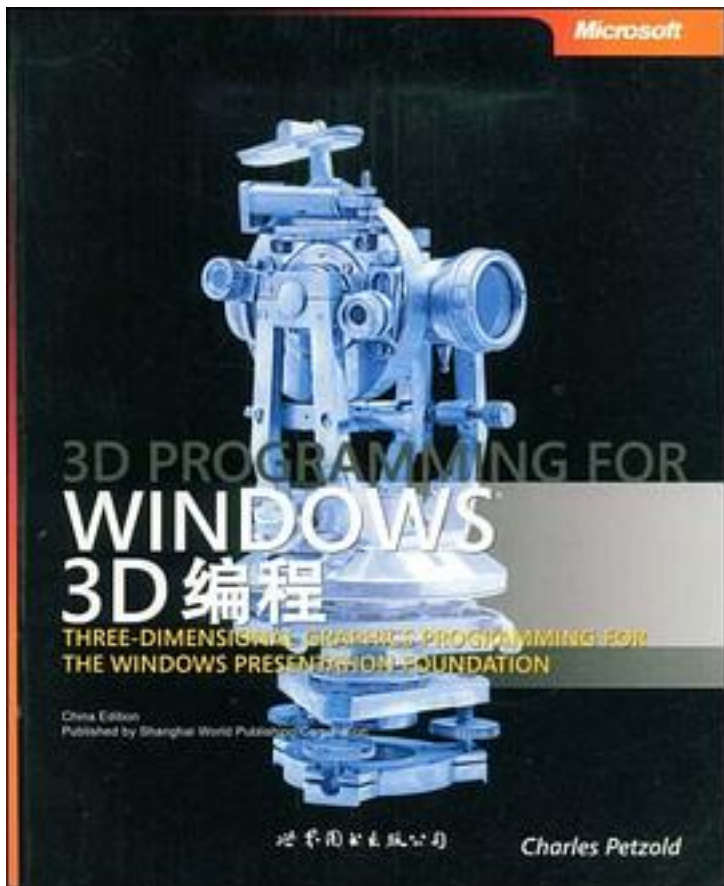

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《WINDOWS 3D编程》主要内容：Learn to create 3D graphics for Windows-from programming legend Charles Petzold.Get a focused introduction to programming 3D graphics with the Windows Presentation Foundation 3D API. Complementing his book Applications =Code + Markup, award-winning author Charles Petzold builds on XAML essentials, teaching you how to display and animate 3D graphics under the Microsoft

.NET Framework 3.0 and Windows VistaTM. You'll get expert guidance and code samples in XAML and Microsoft Visual C#-helping you master the skills you need to create high-fidelity user interfaces.

Discover how to:

Define complex 3D obiects with triangle meshes

Enhance the illumination of 3D surfaces with light and shading effects

Color 3D figures with gradients, bitmaps, and drawings

Add animation with transforms and vertex manipulation

Represent linear, affine, and camera transforms by using matrices

Calculate vector angles, angles of rotation, and axes of rotation

Generate triangle meshes efficiently by using C# code

Express rotation by using quaternion computation

Provide a user interface for manipulating and drawing 3D figures

作者介绍:

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评论

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