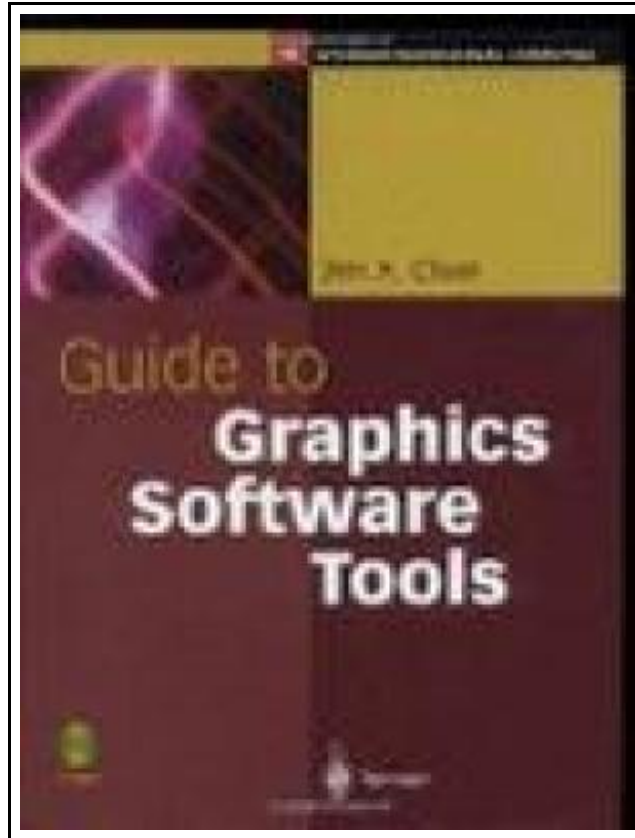# Guide to Graphics Software Tools (Springer Professional Computing)

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Reviews

This book is great. I have go through and so i am confident that i will going to read through once again again in the future. I am just easily can get a satisfaction of looking at a written book.
(Miss Vernie Schimmel)

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Springer US, 2002. Gebundene Ausgabe. Book Condition: Neu. Gebraucht - Sehr gut Ungelesenes, vollständiges Exemplar; in sehr gutem Zustand mit leichten Lagerspuren, als Mängelexemplar gekennzeichnet. Rechnung mit MwSt.; Bestellungen bis 15 Uhr werden am gleichen Werktag verschickt. ; - Today, graphics software tools open up new areas and form into different combinations of multiple functions. Learning graphics programming is time consuming, and the many new graphics tools might seem overwhelming. If we know how graphics work and what basic functions the graphics tools provide, we can understand and employ some of the tools without spending much precious time to learn all the details that may not be applicable. There are many books on graphics principles and practice already. However, there is no book available as a helpful entry point on widely used graphics software tools for specialists and nonspecialists alike. Today, many scientists in different disciplines realize the power of graphics, but are also bewildered by the numerous graphics tools. More often than not, they choose the improper software tools and end up with unsatisfactory results. This book introduces and categorizes the most commonly used graphics tools and their applications. The purpose is not to provide an exhausting list of tools and their explicit functions, but instead to provide scientific researchers different means and application areas in computer graphics, and help to efficiently use visualization, modeling, simulation, and virtual reality to complement their research needs. Englisch.

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