



Computer Graphics Using Java 2D and 3D

By Hong Zhang, Y. Daniel Liang

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This Java handbook makes a practical tutorial on Java 2D and Java 3D for computer professionals. It contains in-depth coverage of basic computer graphics concepts and techniques, and introduces advanced graphic features to an audience mostly trained in the Java language. Chapter topics include mathematical background for computer graphics, .geometric transformation, views, lighting and texturing, behavior and interaction, and animation. For computer programmers and engineers, data analysts, graphic designers/animators, and game developers.

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Computer Graphics Using Java 2D and 3D By Hong Zhang, Y. Daniel Liang Bibliography

- Sales Rank: #1402012 in Books
- Published on: 2006-12-16
- Original language: English
- Number of items: 1
- Dimensions: 9.80" h x 1.10" w x 7.90" l, 1.82 pounds
- Binding: Paperback
- 632 pages

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Hong Zhang is Associate Professor of Computer Science at Armstrong Atlantic State University. His research interests include bioinformatics, medical computing, computer graphics, and image processing. He holds a Ph.D. from the University of Pittsburgh. **Dr. Y. Daniel Liang** is Yamacraw Professor of Software Engineering at Armstrong Atlantic State University. His Prentice Hall books include *Introduction to Java Programming* and *Introduction to C++ Programming*. Liang holds a Ph.D. from the University of Oklahoma.

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