



Foreign computer science textbook series: Interactive Computer Graphics: OpenGL shader(Chinese Edition)

By AI DE HUA? AN JIE ER (Edward Angel)

paperback. Book Condition: New. Ship out in 2 business day, And Fast shipping, Free Tracking number will be provided after the shipment.Paperback. Pub Date :2012-07-01 Pages: 760 Publisher: the basic information title of the Electronic Industry Press book edge kc11.21: foreign computer science textbook series: Interactive Computer Graphics: OpenGL shader-based topdown (6th Edition) (English) Original Price: 95.00 yuan Author: Edwards Angell (Edward Angel) Press: Electronics Industry Publishing Date: July 1. 2012 ISBN: 9.787.121.177.095 words: Page: 760 Revision: 1st Edition Binding: Paperback: Weight: 998 g Editor's Choice foreign computer science textbook series: Interactive Computer Graphics: OpenGL shader-based top-down approach (6th Edition) (English version) Sixth Edition is further reflected in the status of the latest developments in computer graphics. graphics-oriented application development and supported by a large number of examples and full source code. is a basic and advanced. theoretical and applied scientific and popular combine the contents of the comprehensive and systematic foreign classic computer graphics textbooks. Executive Summary foreign computer science textbook series: an interactive computer graphics (6th Edition) (English version): OpenGL shaderbased top-down approach using a top-down approach supplemented oriented programming based on modern programmable GPU shader programming. using the C + + language. the OpenGL Shading Language...



Reviews

It is straightforward in read through safer to recognize. It really is full of knowledge and wisdom I am just easily could get a satisfaction of reading a created pdf.

-- Mr. Sigrid Swaniawski PhD

Extensive manual for publication fans. It is actually filled with knowledge and wisdom You can expect to like how the author compose this pdf.

-- Alvina Runte PhD