

Leen Ammeraal · Kang Zhang

# Computer Graphics for Java Programmers

*Third Edition*

 Springer

# Computer Graphics For Java Programmers

**Aaron E. Walsh, Mikaël Bourges-  
Sévenier**



## **Computer Graphics For Java Programmers:**

**Computer Graphics for Java Programmers** Leen Ammeraal, Kang Zhang, 2017-10-12 This third edition covers fundamental concepts in creating and manipulating 2D and 3D graphical objects including topics from classic graphics algorithms to color and shading models. It maintains the style of the two previous editions teaching each graphics topic in a sequence of concepts: mathematics, algorithms, optimization techniques, and Java coding. Completely revised and updated according to years of classroom teaching, the third edition of this highly popular textbook contains a large number of ready-to-run Java programs and an algorithm animation and demonstration open source software also in Java. It includes exercises and examples making it ideal for classroom use or self study and provides a perfect foundation for programming computer graphics using Java. Undergraduate and graduate students majoring specifically in computer science, computer engineering, electronic engineering, information systems, and related disciplines will use this textbook for their courses. Professionals and industrial practitioners who wish to learn and explore basic computer graphics techniques will also find this book a valuable resource.

Computer Graphics for Java Programmers Leen Ammeraal, 1998-04-29 Computer Graphics for Java Programmers is a good place to start for those with a little experience of Java who wish to create and manipulate 2D and 3D graphical objects. Two dimensional subjects discussed include logical coordinates, triangulation of polygons, and both Bezier and B-spline curve fitting. There is also a chapter about transformations culminating in a useful Java class for 3D rotations about an arbitrary axis. The perspective representation of 3D solid objects is discussed in detail including efficient algorithms for hidden face and hidden line elimination. These and many other algorithms are accompanied by complete ready-to-run Java programs which can be downloaded from the accompanying web site.

**Computer Graphics For Java Programmers, 2Nd Ed** Leen Ammeraal & Kang Zhang, 2007-05-31 The book covers elementary concepts: how to produce simple graphical objects using logical coordinates, producing filled regions, etc. It provides a host of ready-to-run programs and worked examples to illuminate general principles and geometric techniques for the creation of both 2D and 3D graphical objects. Elementary Concepts, Applied Geometry, Geometrical Transformations, Some Classic Algorithms, Perspective, Hidden Line Elimination, Hidden Face Elimination, Fractals.

**Computer Graphics for Java Programmers, Second Edition** Leen Ammeraal, Kang Zhang, 2007 A great many varied and interesting visual effects can be achieved with computer graphics for which a fundamental understanding of the underlying mathematical concepts and a knowledge of how they can be implemented in a particular programming language is essential. Computer Graphics for Java Programmers 2nd edition covers elementary concepts in creating and manipulating 2D and 3D graphical objects covering topics from classic graphics algorithms to perspective drawings and hidden line elimination. Completely revised and updated throughout the second edition of this highly popular textbook contains a host of ready-to-run programs and worked examples illuminating general principles and geometric techniques. Ideal for classroom use or self study, it provides a perfect foundation for programming

computer graphics using Java      Foundations of 3D Graphics Programming Jim X. Chen, Chunyang Chen, 2008-12-10  
OpenGL which has been bound in C is a seasoned graphics library for scientists and engineers As we know Java is a rapidly growing language becoming the de facto standard of Computer Science learning and application development platform as many undergraduate computer science programs are adopting Java in place of C C Released by Sun Microsystems in June 2003 the recent OpenGL binding with Java JOGL provides students scientists and engineers a new venue of graphics learning research and applications Overview This book aims to be a shortcut to graphics theory and programming in JOGL Specifically it covers OpenGL programming in Java using JOGL along with concise computer graphics theories It covers all graphics basics and several advanced topics without including some implementation details that are not necessary in graphics applications It also covers some basic concepts in Java programming for C C programmers It is designed as a textbook for students who know programming basics already It is an excellent shortcut to learn 3D graphics for scientists and engineers who understand Java programming It is also a good reference for C C graphics vi Preface programmers to learn Java and JOGL This book is a companion to Guide to Graphics Software Tools Springer Verlag New York ISBN 0 387 95049 4 which covers a smaller graphics area with similar examples in C but has a comprehensive list of graphics software tools Organization and Features This book concisely introduces graphics theory and programming in Java with JOGL

**Foundations of 3D Graphics Programming** Jim X. Chen, Edward J. Wegman, 2007-01-15 This new reference text offers a shortcut to graphics theory and programming using JOGL a new vehicle of 3D graphics programming in Java It covers all graphics basics and several advanced topics without including some implementation details that are not necessary in graphics applications It also covers some basic concepts in Java programming for C C programmers The book is designed as quick manual for scientists and engineers who understand Java programming to learn 3D graphics and serves as a concise 3D graphics textbook for students who know programming basics already      Processing, second edition Casey Reas, Ben Fry, 2014-12-19 The new edition of an introduction to computer programming within the context of the visual arts using the open source programming language Processing thoroughly updated throughout The visual arts are rapidly changing as media moves into the web mobile devices and architecture When designers and artists learn the basics of writing software they develop a new form of literacy that enables them to create new media for the present and to imagine future media that are beyond the capacities of current software tools This book introduces this new literacy by teaching computer programming within the context of the visual arts It offers a comprehensive reference and text for Processing [www.processing.org](http://www.processing.org) an open source programming language that can be used by students artists designers architects researchers and anyone who wants to program images animation and interactivity Written by Processing's cofounders the book offers a definitive reference for students and professionals Tutorial chapters make up the bulk of the book advanced professional projects from such domains as animation performance and installation are discussed in interviews with their creators This second edition has been

thoroughly updated It is the first book to offer in depth coverage of Processing 2.0 and 3.0 and all examples have been updated for the new syntax Every chapter has been revised and new chapters introduce new ways to work with data and geometry New synthesis chapters offer discussion and worked examples of such topics as sketching with code modularity and algorithms New interviews have been added that cover a wider range of projects Extension chapters are now offered online so they can be updated to keep pace with technological developments in such fields as computer vision and electronics

Interviews SUE C. Larry Cuba Mark Hansen Lynn Hershman Leeson Jr. Lehnert Golan Levin and Zachary Lieberman Benjamin Maus Manfred Mohr Ash Nehru Josh On Bob Sabiston Jennifer Steinkamp Jared Tarbell Steph Thirion Robert Winter

*Graphics Programming with Java* Roger T. Stevens, 1997 Within the pages of this book readers will find everything they need to know for integrating Java into their programming toolbox If they're already working in C the transition will be made easier and if they're just beginning the program they'll find all the programming basics The CD contains code from the book and a variety of software demos and utilities

**Computer Graphics Using Java 2D and 3D** Hong Zhang, Y. Daniel Liang, 2007 This Java based graphics text introduces advanced graphic features to a student audience mostly trained in the Java language Its accessible approach and in depth coverage features the high level Java 2D and Java 3D APIs offering a presentation of 2D and 3D graphics without compromising the fundamentals of the subject

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**Computer Graphics**, 1997

*InfoWorld*, 2001-01-08 InfoWorld is targeted to Senior IT professionals Content is segmented into Channels and Topic Centers InfoWorld also celebrates people companies and projects

**Core Web3D** Aaron E. Walsh, Mikael Bourges-Sévenier, 2001 PLEASE PROVIDE COURSE INFORMATION PLEASE PROVIDE

The World of Scripting Languages David Barron, 2000-07-13 Programming Languages Web Programming The World of Scripting Languages David Barron The explosive growth of Internet applications has seen a corresponding growth in the use and development of scripting languages Their power and flexibility enables even nonexpert programmers to prototype graphical user interfaces more rapidly and to develop sophisticated Web based applications This book provides an authoritative survey of the most important scripting languages and illustrates their capabilities in a variety of domains Highlights of the book include An in depth look at open source scripting in Perl and Tcl Tk A comparison of Web and Windows based languages such as JavaScript Visual Basic VBA and VBScript A survey of approaches to scripting with object models including Web clients and servers

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**Java Graphics Programming Library** Oswald Campesato,2002 Java Graphics Programming Library is a comprehensive reference for the experienced Java developer providing hundreds of pages of source code for fully functional Java graphics classes This book CD ROM package saves valuable programming time by offering ready to use customizable code for commonly used graphics including a variety of polygons polyhedra ellipses cones cylinders and more Each chapter contains a thematic selection of graphics and covers the necessary mathematics programming concepts and source code for each image At the end of each chapter are thumbnails of the graphics in the chapter and the additional graphics available on the companion CD ROM Both advanced and less experienced users will find an abundance of code they can use as is customize or extend to suit a variety of programming needs

**Java Developer's Resource** Elliotte Rusty Harold,1997 Java Developer s Resource shows you how to write full featured dynamic graphical interactive Java applets and applications even if you don t have experience with other object oriented languages Starting with the simplest hello world applications you ll learn about Java variables arrays loops flow control and graphics as well as advanced language features such as file I O and streams

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