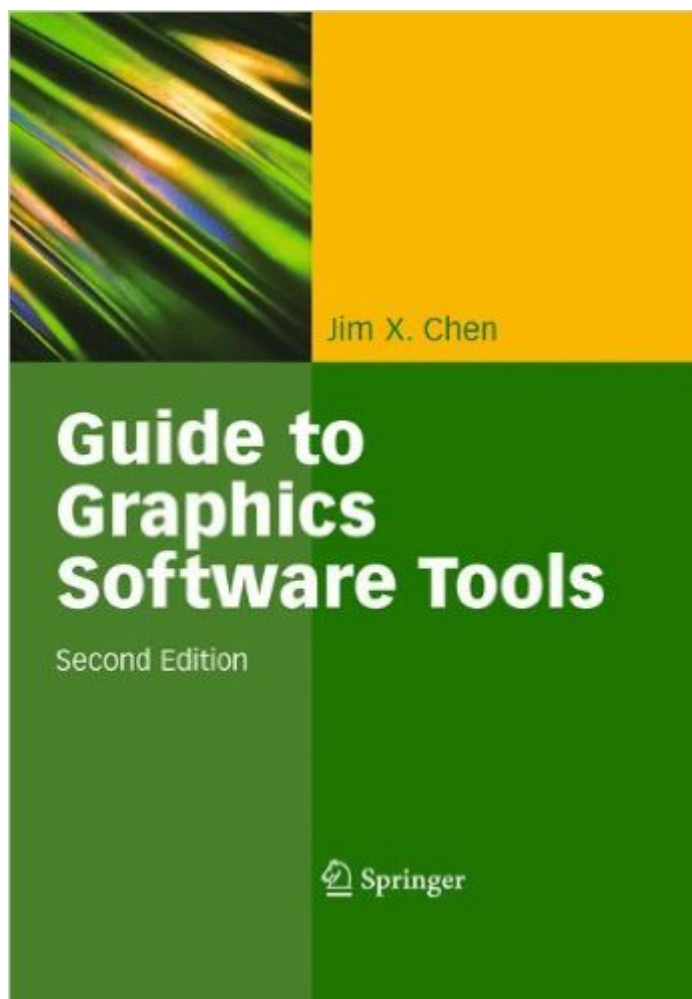## The book was found

# Guide To Graphics Software Tools

## Synopsis

The 2nd edition of this integrated guide explains and lists readily available graphics software tools and their applications, while also serving as a shortcut to graphics theory and programming. It grounds readers in fundamental concepts and helps them use visualization, modeling, simulation, and virtual reality to complement and improve their work.

## Book Information

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## Customer Reviews

Not only are his language skills extremely lacking, but his coding is sloppy and his teaching leaves MUCH to be desired. Don't think I'm just a disgruntled student who wants revenge on the professor, because I got an A- for the course and I slept through it. The book really is not all that good. The majority of the book itself is references to other resources. What's left is only four chapters that do not delve very deep into any of the concepts that they supposedly cover. It is not worth it to get this book.

This book will not teach you computer graphics techniques, nor will it teach you OpenGL. What it mainly provides is an index of products -both free and commercial - that can be of use to people who already understand computer graphics programming and OpenGL. What's worse, the book is really very tied to its date of publication, and by now many of the websites mentioned in the book are dead links. Also, technology has outgrown or started to outgrow many of the graphics tools mentioned. For example, there is a section on virtual reality that talks a great deal about Open

Inventor and VRML as though they are current tools when in fact technologies such as X3D and MPEG4 have largely replaced them. The table of contents are:PART 1- A Shortcut to Computer Graphics PrinciplesObjects and ModelsTransformation and ViewingColor and LightingBlending and Texture MappingAdvanced TopicsPart 2- Computer Graphics Software ToolsLow-Level Graphics LibrariesVisualizationModeling and RenderingAnimation and SimulationVirtual RealityWeb3D Tools and Networked Environment3-D File FormatsAPPENDIX: List & description of Graphics Software ToolsAs you can see from the listing of the table of contents above, only the first five chapters comprising part one of the book has anything to do with graphics programming techniques, and it is so brief and disjointed as to be useless. Part two is about software tools for a variety of subjects, and this is the part that has really become outdated, as I mentioned before. In particular, the chapter on 3D file formats is particularly useless, as it does not give you enough information about any particular 3D file format to be helpful at all. Also, the stuff on virtual reality and Web3D is just plain incomprehensible to a novice and of no use to anyone who already knows something about these subjects. In short, avoid this book because it succeeds at nothing.

In addition to his lack of mastery of the English Language, the author seems to lack the organizational skill to put useful information together in a useful way. I flipped through this outdated book at the library and I discovered that I could find better information by doing ten minutes of Google searching. As said in a previous review, the book contains a lot of references to outdated technology and contains little information about the fundamental concepts of graphics programming. This is a terrible book, If you can, go to a college library and look through it before buying, I am sure you will decide not to.

A little outdated but extremely useful, nevertheless.

It is my long time desire to find a better graphics software to visualize my research project. However, because of overstuffed schedule of daily life, I have to keep using the tool I have been using to meet the deadline.In this holiday season, I picked this book and I think I found a shortcut to the place where I can get an up-to-date overview for the numerous graphics tools. This book provides a concise description to computer graphics principles, which help readers to better understand the graphics tool. More valuable to me, this book summarizes 266 graphics software tools by application category. Now I am sure I got a better view for the graphics tools in the current world and I know where I can find them. This book will be an excellent reference book on my desk.

Guide to Graphics Software Tools Enterprise Software Procurement: Tools and Techniques for Successful Software Procurement and Business Process Reengineering for Municipal Executives and Managers Graphics Gems IV (IBM Version) (Graphics Gems - IBM) (No. 4) Computer Graphics Through OpenGL: From Theory to Experiments (Chapman & Hall/CRC Computer Graphics, Geometric Modeling, and Animation) Blender Book: Free 3D Graphics Software for the Web and Video Introduction to Graphics Communications for Engineers (B.E.S.T series) (Basic Engineering Series and Tools) Swift: Programming, Master's Handbook: A TRUE Beginner's Guide! Problem Solving, Code, Data Science, Data Structures & Algorithms (Code like a PRO in ... mining, software, software engineering,) How to Write a Software Patent Application: Your Guide to Quickly Writing Your US Software Patent Application The Muvipix.com Guide to Adobe Premiere Elements 9 (color version): The tools, and how to use them, to make movies on your personal computer using the best-selling video editing software program. A Beginner's Guide to AutoHotkey, Absolutely the Best Free Windows Utility Software Ever! (Third Edition): Create Power Tools for Windows XP, Windows Vista, ... and Windows 10 (AutoHotkey Tips and Tricks) Code/Space: Software and Everyday Life (Software Studies) The Software Paradox: The Rise and Fall of the Commercial Software Market Small Memory Software: Patterns for systems with limited memory (Software Patterns Series) More Joel on Software: Further Thoughts on Diverse and Occasionally Related Matters That Will Prove of Interest to Software Developers, Designers, ... or Ill Luck, Work with Them in Some Capacity Software Testing: Essential Skills for First Time Testers: Software Quality Assurance:From scratch to end The Tools and Materials of the Watchmaker - A Guide to the Amateur Watchmaker's Toolkit - Including How to make your own Tools Wicca Altar and Tools: A Beginner's Guide to Wiccan Altars, Tools for Spellwork, and Casting the Circle Spectral Methods in MATLAB (Software, Environments, Tools) Doctor's Tools (Professional Tools) A Doctor's Tools (Community Helpers and Their Tools)