

Advanced Graphics on VGA and XGA Cards Using Borland C++



This book exploits the combined advantages of an object-orientated approach to programming, the user friendly environment of Borland C++, and the high quality computer graphics achievable with VGA and XGA graphic adapters running on IBM PS/2 (and compatible) machines. Topics such as modelling and transformation of objects, hidden surface removal, smooth shading, shadows, transparency and reflections are covered. An explanation of all these concepts, the underlying mathematics and data structures is provided by the authors. This book will enable readers, whether an interested user equipped with a suitable microcomputer, or a student taking an advanced practical course in computer graphics, to acquire considerable expertise in this area of visual communication. This book should be of interest to undergraduates and computer enthusiasts interested in programming.

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