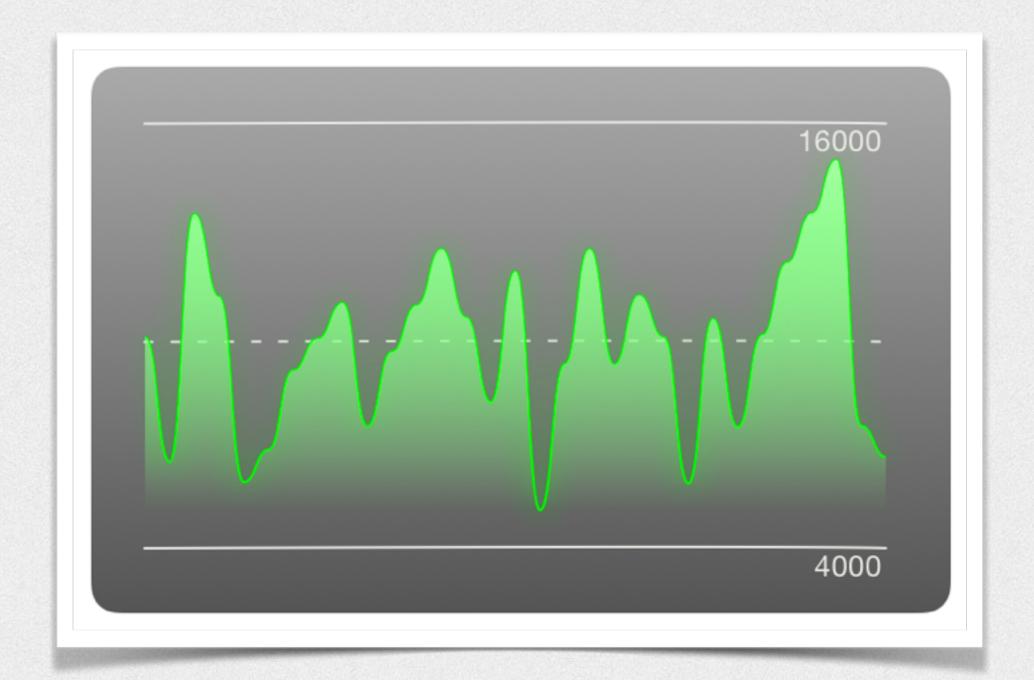
## 205: Core Graphics

Conclusion

## What You Learned

- Basic Drawing Strategies with Core Graphics
- Paths, Clipping, State, Stroke, Fill, Shadows, etc
- How to use PaintCode as a production tool or Learning Resource



## Where to go from here

- \* <u>raywenderlich.com</u> has several Core Graphics tuts
- Amazon has several Core Graphics books, one of note, Quartz 2D Graphics for Mac OS X Developers
- PaintCode

SURPRISE