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(Dr. Reta Murphy)

GIS APPLICATION AND DEVELOPMENT SERIES: VISUAL C + + SPACE GRAPHICAL VISUALIZATION ALGORITHM PRINCIPLES AND PRACTICE(CHINESE EDITION)



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 09 Pages: 319 Language: Chinese Publisher: Surveying and Mapping Press GIS Application and Development Series: Visual C ++ space graphical visualization algorithm theory and practice from the point of space graphics. line. surface. body . the system intuitive space graphics generation and processing technology principles. algorithms and steps. On this basis. the use of Visual C ++ and OpenGL development tools. and the preparation of each program. complete space for graphics generation and processing technology. The book is divided into eight chapters. the main contents include space graphical programming basics. basic graphics generation technology. comprehensive development of the linear generator technology. the surface domain graphics filling technology. graphics transform technology. interactive graphics processing technology. realistic graphics generation technology. space graphics algorithms and so on. GIS Application and Development Series: Visual C ++ space graphical visualization algorithm Principles and Practice as institutions of higher learning in computer graphics and geographic information systems curriculum support practice teaching materials. space graphics generated display processing relevant professional courses practical reference. Contents: Chapter 1 graphical programming foundation 1.1 MFC Programming Fundamentals 1.2 GDI drawing foundation 1.3 MFC OpenGL Programming Overview Chapter 2 of this graphics generation technology 2.1 straight line 2.2 2.4 Basic Figure circles and ellipses 2.3 character elements drawn instance 3 Chapter-type graphics generation 3.2 bold line generation algorithm 3.3 dotted line technology 3.1 generation algorithm parallel lines 3.4 curve generation algorithm the smooth algorithm 3.5 pattern line code generation algorithm 3.6 linear graphing instance Chapter domain graphics filling technology 4.1 orderly side table filling algorithm 4.2 seed filling Algorithm 4.3 pattern fill graphics rendering algorithm 4.4 surface domain transform the basic principle of conformal...



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