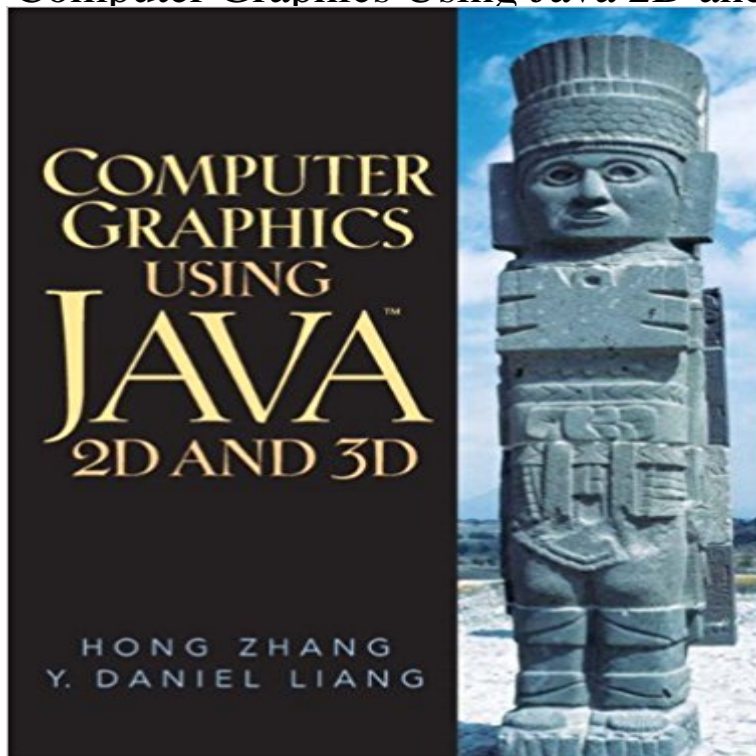


Computer Graphics Using Java 2D and 3D



This Java handbook makes a practical tutorial on Java 2D and Java 3D for computer professionals. It contains in-depth coverage of basic computer graphics concepts and techniques, and introduces advanced graphic features to an audience mostly trained in the Java language. Chapter topics include mathematical background for computer graphics, geometric transformation, views, lighting and texturing, behavior and interaction, and animation. For computer programmers and engineers, data analysts, graphic designers/animators, and game developers.

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