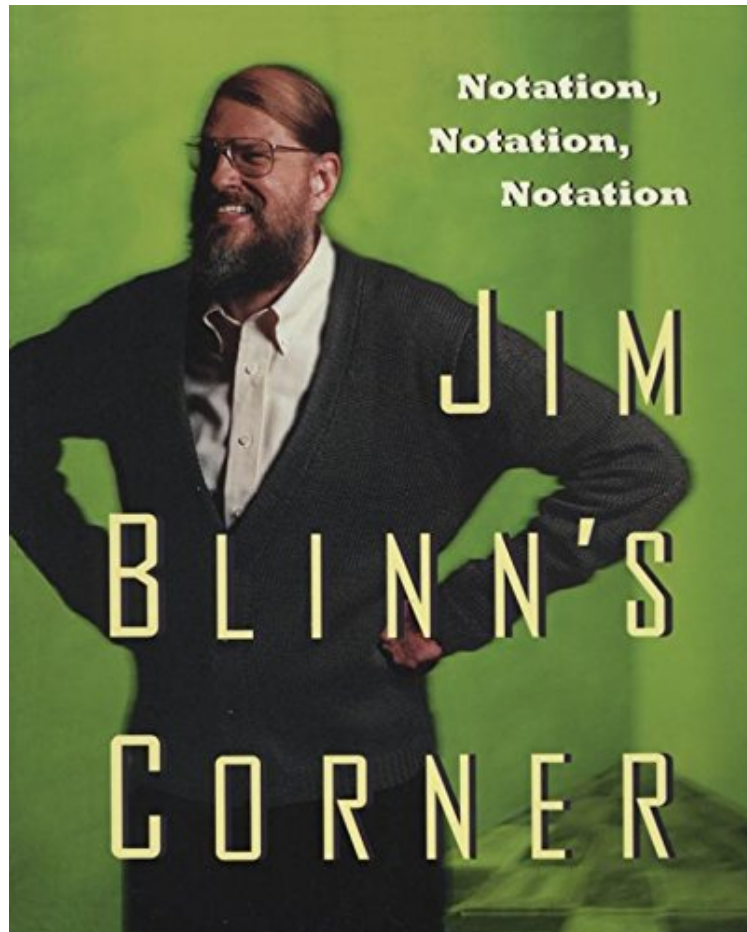


[Download free ebook] Jim Blinn's Corner: Notation, Notation, Notation (The Morgan Kaufmann Series in Computer Graphics)

## Jim Blinn's Corner: Notation, Notation, Notation (The Morgan Kaufmann Series in Computer Graphics)

Von Jim Blinn

ePub | \*DOC | audiobook | ebooks | Download PDF



DOWNLOAD



READ ONLINE

Produktinformation -Verkaufsrank: #673294 in eBooksVerffentlicht am: 2002-07-16Erscheinungsdatum: 2002-07-16File Name: B00OLLM21O | File size: 55.Mb

**Von Jim Blinn : Jim Blinn's Corner: Notation, Notation, Notation (The Morgan Kaufmann Series in Computer Graphics)** before purchasing it in order to gage whether or not it would be worth my time, and all praised Jim Blinn's Corner: Notation, Notation, Notation (The Morgan Kaufmann Series in Computer Graphics):

KundenrezensionenHilfreichste Kundenrezensionen0 von 0 Kunden fanden die folgende Rezension hilfreich. Top Book, Opaque OrganisationVon Andy J BuchananThis book contains a wealth of information on the construction of a 3D pipeline, including all the geometry handling and also texture mapping. However being presented as it is, a collection of articles, makes a logical progression from start to finish a difficult task. There also seem to be gaps in some of the explanations, which is a shame as they are mostly complete and written in an easy to digest and lighthearted style. All in all, the book is packed with useful stuff, highly recommended.0 von 0 Kunden fanden die folgende Rezension hilfreich. What can you say about Jim Blinn?Von Bruce Williams (brucewil@pacbell.net)I am a

graphics book addict, but few produce changes in my code. I passed his clipping method around to the team and we are starting to change our pipeline. We were clipping to polys in a portal engine. The new idea is to clip to a bounding rectangle FAST and let the new hardware zbuff the rough edges. His books have these sort of 'GEMS' that you might use the week you get it. 0 von 0 Kunden fanden die folgende Rezension hilfreich. A book that is usefull no more. Von Peter RA book that most likely only a historian would be interested in. Essentially a compilation of articles from 1987 to 1994.

KurzbeschreibungThe third entry in the Jim Blinn's Corner series, this is, like the others, a handy compilation of selected installments of his influential column. But here, for the first time, you get the "Director's Cut" of the articles: revised, expanded, and enhanced versions of the originals. What's changed? Improved mathematical notation, more diagrams, new solutions. What remains the same? All the things you've come to rely on: straight answers, irreverent style, and innovative thinking. This is Jim Blinn at his best - now even better. Features 21 expanded and updated installments of "Jim Blinn's Corner," dating from 1995 to 2001, and never before published in book form. Includes "deleted scenes" tangential explorations that didn't make it into the original columns. Details how Blinn represented planets in his famous JPL flyby animations. Explores a wide variety of other topics, from the concrete to the theoretical: assembly language optimization for parallel processors, exotic usage of C++ template instantiation, algebraic geometry, a graphical notation for tensor contraction, and his hopes for a future world. de Jim Blinn presents an eclectic collection of 20 articles he originally wrote for Computer Graphics and Applications, an IEEE (Institute of Electrical and Electronics Engineers) magazine aimed at graphics professionals. It's unapologetic about being a programmer's book, and it won't make much sense if you're not one (even less if you've forgotten your algebra). But if the shoe fits, and if you're going to be writing your own graphics routines, you stand to learn a lot from an acknowledged master. Topics include a tour through the author's collection of circle-drawing algorithms, an introduction to animation concepts through a character called Blobby Man, musings on rendering platonic solids, detailed discussions of shadows, clipping and viewports, and investigations into the nature of pixel space. Many algorithms are presented in a generalized pseudo-code that could be easily translated into other languages. In addition to learning practical techniques, you'll also benefit from seeing Blinn's intelligent and offbeat approach to solving problems. KurzbeschreibungThe third entry in the Jim Blinn's Corner series, this is, like the others, a handy compilation of selected installments of his influential column. But here, for the first time, you get the "Director's Cut" of the articles: revised, expanded, and enhanced versions of the originals. What's changed? Improved mathematical notation, more diagrams, new solutions. What remains the same? All the things you've come to rely on: straight answers, irreverent style, and innovative thinking. This is Jim Blinn at his best - now even better. Features 21 expanded and updated installments of "Jim Blinn's Corner," dating from 1995 to 2001, and never before published in book form. Includes "deleted scenes" tangential explorations that didn't make it into the original columns. Details how Blinn represented planets in his famous JPL flyby animations. Explores a wide variety of other topics, from the concrete to the theoretical: assembly language optimization for parallel processors, exotic usage of C++ template instantiation, algebraic geometry, a graphical notation for tensor contraction, and his hopes for a future world.