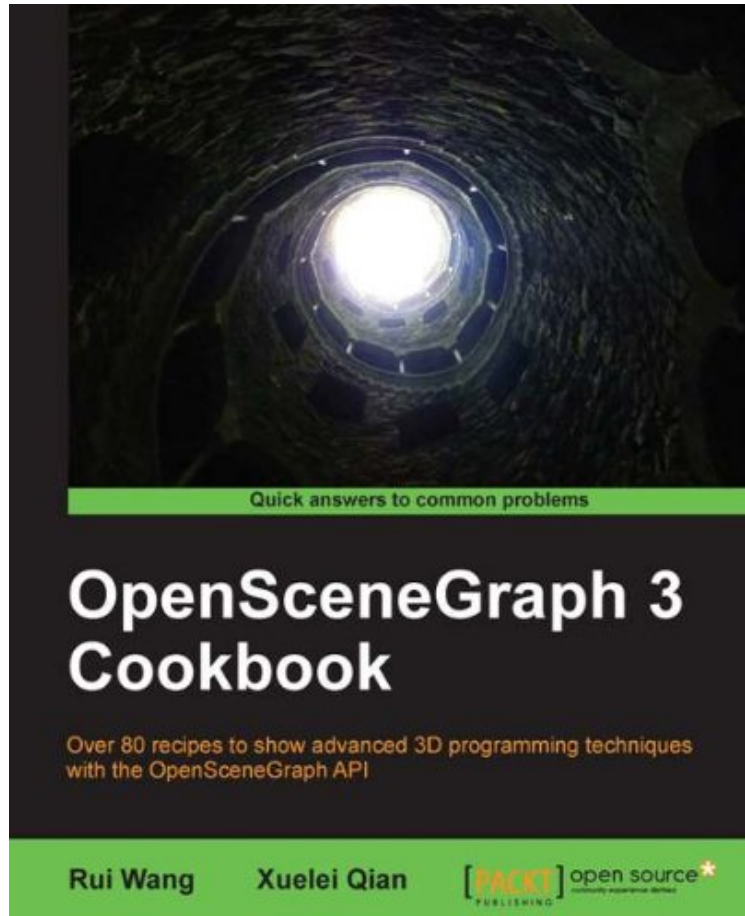


[Download free pdf] OpenSceneGraph 3 Cookbook

OpenSceneGraph 3 Cookbook

Von Rui Wang, Xuelei Qian

ePub | *DOC | audiobook | ebooks | Download PDF



[Download](#)

[Read Online](#)

Produktinformation -Verkaufsrang: #599869 in eBooksVerffentlicht am: 2012-03-22Erscheinungsdatum: 2012-03-22File Name: B007NWFPKI | File size: 54.Mb

Von Rui Wang, Xuelei Qian : OpenSceneGraph 3 Cookbook before purchasing it in order to gage whether or not it would be worth my time, and all praised OpenSceneGraph 3 Cookbook:

KundenrezensionenHilfreichste Kundenrezensionen0 von 0 Kunden fanden die folgende Rezension hilfreich. Etwas enttäuschendVon ServalesEines vorweg, das Buch ist nicht schlecht, nur ich htte mir mehr erwartet. Da ich bereits das Buch OpenSceneGraph 3 Beginner's Guide habe, ging ich davon aus, dass es nun in diesem Buch richtig zur Sache geht. Leider musste ich feststellen, dass vieles aus dem 1. Buch nur wiederholt wird. Wer den Beginner's Guide noch nicht besitzt, kann ihn sich mit diesem Buch wahrscheinlich sparen. Also besser gleich zu diesem hier greifen.

KurzbeschreibungThis is a cookbook full of recipes with practical examples enriched with code and the required screenshots for easy and quick comprehension. You should be familiar with the basic concepts of the

OpenSceneGraph API and should be able to write simple programs. Some OpenGL and math knowledge will help a lot, too. Kurzbeschreibung This is a cookbook full of recipes with practical examples enriched with code and the required screenshots for easy and quick comprehension. You should be familiar with the basic concepts of the OpenSceneGraph API and should be able to write simple programs. Some OpenGL and math knowledge will help a lot, too. ber den Autor und weitere Mitwirkende Rui Wang is a software engineer of Beijing Geo-Vision Technology Co., Ltd., and the manager of osgChina, the largest OSG discussion website in China. He is one of the most active members of the official OSG community, who contributes to the OSG project regularly. He translated Paul Martz's OpenSceneGraph Quick Start Guide into Chinese in 2008, and wrote his own Chinese book OpenSceneGraph Design and Implementation in 2009. In 2010, he wrote OpenSceneGraph 3.0 Beginners' Guide, which is published by Packt Publishing, cooperating with Xuelei Qian. He is also a novel writer and guitar lover in his spare time. Xuelei Qian received his Ph.D. in applied graphic computing from the University of Derby in 2005. From 2006 to 2008 he worked as a post-doctoral research fellow in the Dept. of Precision Instrument and Mechanology at Tsinghua University. In 2008 he was appointed by the School of Scientific Research and Development of Tsinghua University. He is also the Deputy Director of the Overseas RD Management Office of Tsinghua University and Deputy Secretary in General of University Industry Cooperation Committee, Tsinghua University.