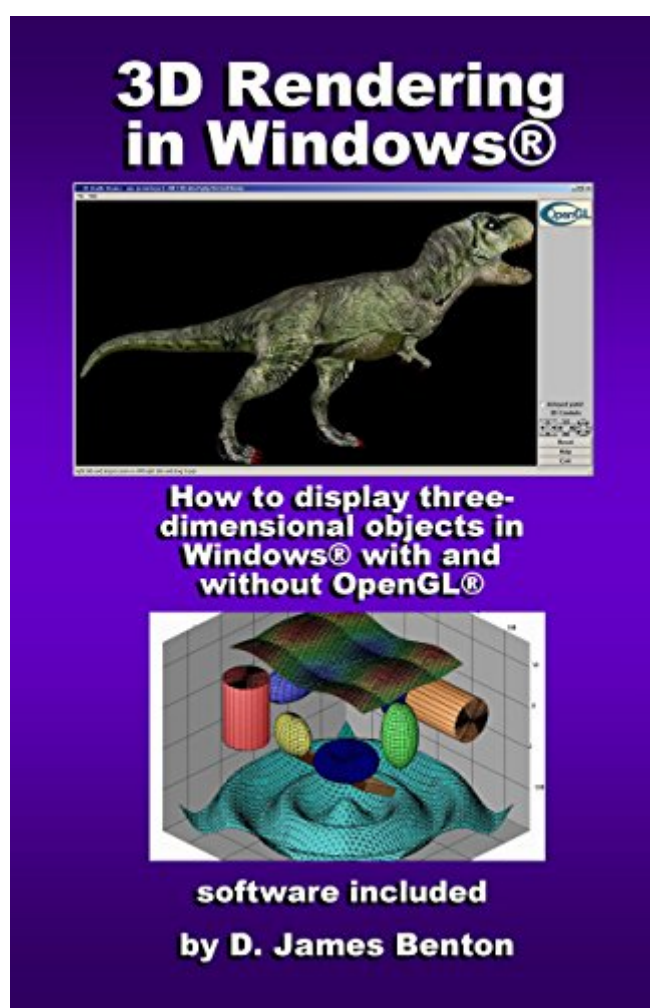


The book was found

3D Rendering In Windows: How To Display Three-dimensional Objects In Windows With And Without OpenGL.



Synopsis

This is a how-to guide on rendering three-dimensional objects. The target operating system is Windows, but these same principles and techniques could be used in other contexts. The primary implementation is based on OpenGL, but alternate rendering systems are also presented.

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