3D With Hoops: Build Interactive 3d Graphics into Your C++ Applications

Wm Leler, Jim Merry

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This text introduces HOOPS, a 3D graphics library from Autodesk. It shows software developers how to
build 3D graphics into their new and existing software applications. The focus of the guide is on
programming practice although pertinent information on graphics principles, geometry and mathematics, and
optimization for maximum performance is also covered. The entire HOOPS library, implemented on a range
of platforms, is contained on a CD-ROM packaged with this text.

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