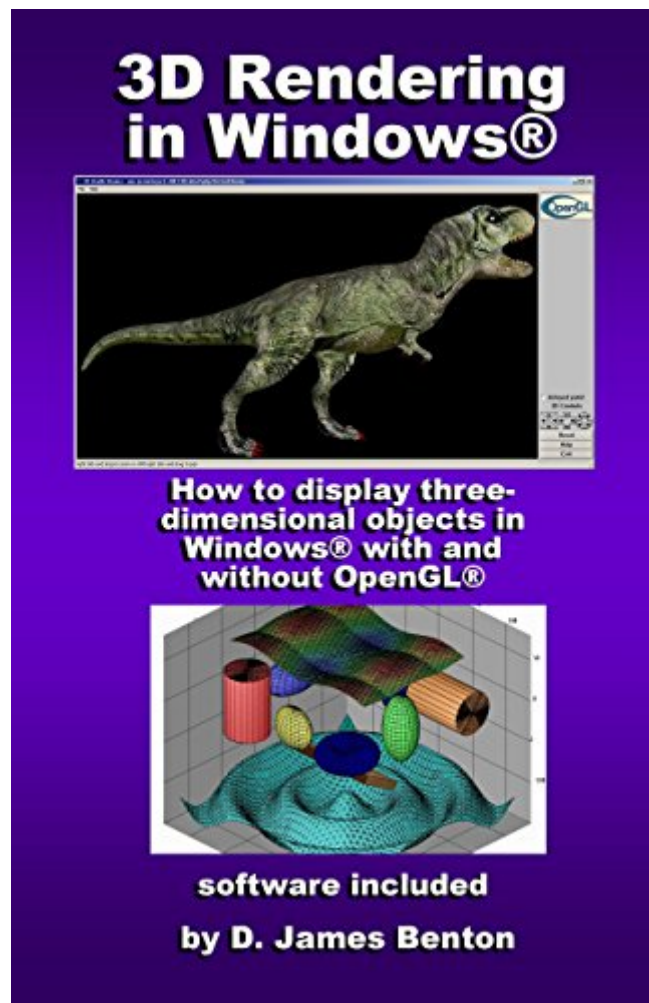


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# 3D Rendering In Windows: How To Display Three-dimensional Objects In Windows With And Without OpenGL.



## 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.

## Book Information

File Size: 1502 KB

Print Length: 161 pages

Simultaneous Device Usage: Unlimited

Publication Date: August 14, 2016

Sold by:Â Digital Services LLC

Language: English

ASIN: B01KG97XB8

Text-to-Speech: Enabled

X-Ray: Not Enabled

Word Wise: Not Enabled

Lending: Not Enabled

Enhanced Typesetting: Not Enabled

Best Sellers Rank: #203,667 Paid in Kindle Store (See Top 100 Paid in Kindle Store) #6 inÂ Books > Computers & Technology > Graphics & Design > Rendering & Ray Tracing #32 inÂ Books > Computers & Technology > Graphics & Design > 3D Graphics #108 inÂ Kindle Store > Kindle eBooks > Computers & Technology > Web Graphics

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