

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

*By Wm Leler, Jim Merry*



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0 of 0 review helpful Five Stars By Anna Adam great book 1 of 1 review helpful A truly excellent book about a truly excellent product By GarryW And I should know I wrote a lot of the product and an old friend wrote a whole lot of the book 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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