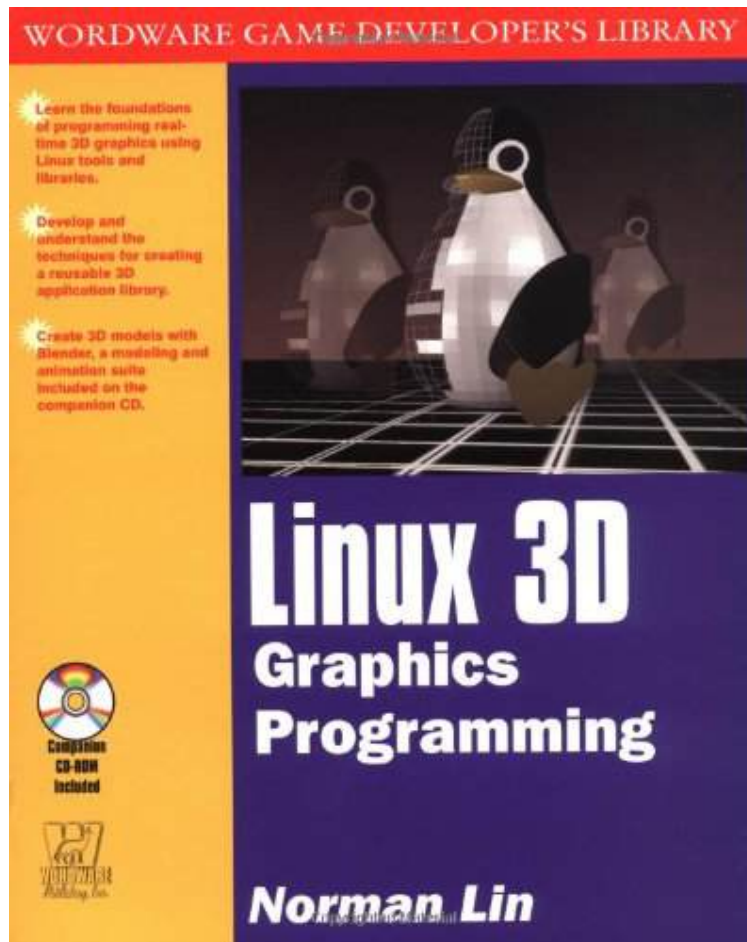


Linux 3-D Graphics Programming

By Norman Lin



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Currently there are no directly competitive titles to Lin s title and considering the explosive growth of not only 3 D graphics but the Linux operating system this new book will be valuable to developers interested in graphics programming The CD ROM contains a series of animated 3 D videos illustrating key 3 D graphics concepts such as the transformation from world space into camera space It also features Blender 3 D a professional quality 3 D modeler About the Author Norman Lin is a professional software consultant with more than 15 years of international software

development experience and a MS degree in computer science His many professional interests combine the technical with the creative coverin

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