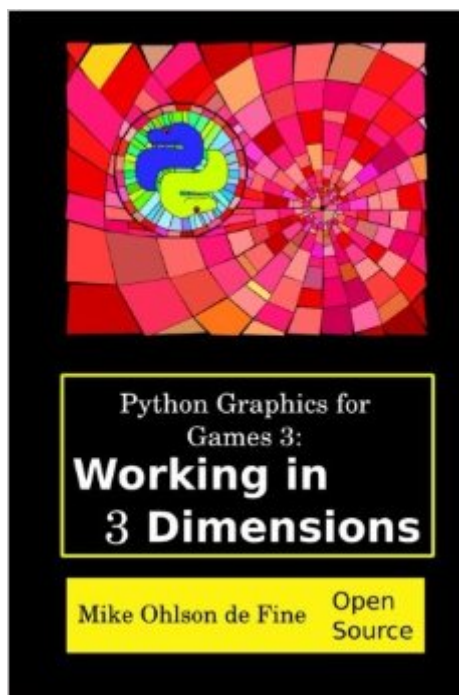# Python Graphics For Games 3: Working In 3 Dimensions: Object Creation And Animation With OpenGL And Blender (Volume 3)

Synopsis

This book is about creating animated visual art, game objects and engineering simulations. The book provides over 100 ready-to-run Python programs. Each program was tested on Python versions 2.6, 2.7 and 3.2. This book aims to get readers quickly to the position where they can start crafting code that lets them make 3-dimensional animated images. In addition it will give the reader the tools and capability of learning to use the same techniques used in making the rich graphical worlds seen in modern video games. This book is a recipe cookbook of programs that illustrate many of the ideas and concepts used in the creation of computer games and simulations.

Book Information

Series: Python Graphics for Games

Paperback: 322 pages

Publisher: Mike Ohlson de Fine; 1 edition (July 19, 2015)

Language: English

ISBN-10: 0620665734

ISBN-13: 978-0620665735

Product Dimensions: 6 x 0.7 x 9 inches

Shipping Weight: 1.2 pounds (View shipping rates and policies)

Average Customer Review: Be the first to review this item

Best Sellers Rank: #842,483 in Books (See Top 100 in Books)   #33 inÂ Books > Computers & Technology > Programming > Graphics & Multimedia > OpenGL   #3610 inÂ Books > Computers & Technology > Graphics & Design

Python Graphics for Games 3: Working in 3 Dimensions: Object Creation and Animation with OpenGL and Blender (Volume 3) Python: Python Programming Course: Learn the Crash Course to Learning the Basics of Python (Python Programming, Python Programming Course, Python Beginners Course) An Introduction to 3D Computer Graphics, Stereoscopic Image, and Animation in OpenGL and C/C++ Maya Python for Games and Film: A Complete Reference for Maya Python and the Maya Python API Mobile 3D Graphics: with OpenGL ES and M3G (The Morgan Kaufmann Series in Computer Graphics) Advanced Graphics Programming Using OpenGL (The Morgan Kaufmann Series in Computer Graphics) The Art and Science of Digital Compositing, Second Edition: Techniques for Visual Effects, Animation and Motion Graphics (The Morgan Kaufmann Series in Computer Graphics) OpenGL(R) Programming Guide: The Official Guide to Learning

OpenGL, Version 1.2 (3rd Edition) Opengl Programming Guide: The Official Guide to Learning Opengl, Release 1 Object Success : A Manager's Guide to Object-Oriented Technology And Its Impact On the Corporation (Object-Oriented Series) Deep Learning: Recurrent Neural Networks in Python: LSTM, GRU, and more RNN machine learning architectures in Python and Theano (Machine Learning in Python) Unsupervised Deep Learning in Python: Master Data Science and Machine Learning with Modern Neural Networks written in Python and Theano (Machine Learning in Python) Deep Learning in Python Prerequisites: Master Data Science and Machine Learning with Linear Regression and Logistic Regression in Python (Machine Learning in Python) Convolutional Neural Networks in Python: Master Data Science and Machine Learning with Modern Deep Learning in Python, Theano, and TensorFlow (Machine Learning in Python) Deep Learning in Python: Master Data Science and Machine Learning with Modern Neural Networks written in Python, Theano, and TensorFlow (Machine Learning in Python) Learn Python in One Day and Learn It Well: Python for Beginners with Hands-on Project. The only book you need to start coding in Python immediately Beginning Python Programming: Learn Python Programming in 7 Days: Treading on Python, Book 1 Python: Python Programming For Beginners - The Comprehensive Guide To Python Programming: Computer Programming, Computer Language, Computer Science Python: Python Programming For Beginners - The Comprehensive Guide To Python Programming: Computer Programming, Computer Language, Computer Science (Machine Language) Complete Vitamix Blender Cookbook:: Over 350 All-Natural Recipes For Total Health Rejuvenation, Weight Loss, Detox, Superfood Smoothies, Spice Blends, ... More (Vitamix Blender Recipes) (Volume 1)

[Dmca](#)