Graphics Programming in C++: Writing Graphics Applications for Windows 98

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A quick and clear introduction to graphics programming under Windows 98 without encumbering the reader in a mass of extraneous details. The application of object oriented techniques to graphics programming is a principal theme throughout the text and many illustrative coding examples in C++ are provided. The main topics include: message-based programming; window management; working with C++ objects; Windows 98 GDI; pens, brushes, bitmaps and palettes; sprite animation; wire-frame and polygon-fill images; assembly language programming; 3D vector geometry; perspective projections; hidden pixel removal; colour shading and texture mapping; virtual world simulation.

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