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VRML: bringing virtual reality to the Internet, Volume 1, , John R. Vacca, AP Professional, 1996, 0127099107, 9780127099101, 552 pages. A complete guide to VRML. this book thoroughly explains how to use VRML for creating 3D graphics and virtual reality applications for the Internet. No previous experience with VRML is required and all of the latest standards are covered..

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VRML clearly explained , John R. Vacca, 1998, Computers, 822 pages. Contrary to popular belief, Virtual Reality Markup Language (VRML) is not a programming language. It is a set of descriptions of three dimensional scenes and the expected

VRML browsing and building cyberspace, Volume 1 , Mark Pesce, 1995, Computers, 424 pages. A complete guide to VRML 2.0 covers 3D graphics, programming behaviors, sound, video, and animation; and the accompanying CD-ROM provides VRML models, behavior scripts, world

The VRML 2.0 handbook building moving worlds on the web, Jed Hartman, Josie Wernecke, 1996, Computers, 412 pages. This book guides the reader through the complete process of designing and creating a compelling virtual world. Illustrated techniques include the use of basic colored 3D shapes

Using VRML , Stephen Matsuba, Bernie Roehl, 1996, Computers, 768 pages. A thorough guide to VRML introduces its features and elements, demonstrating how to use tools to create desired documents by implementing professional advice and techniques

3D graphics and VRML 2.0 , Laura Lemay, Justin Couch, Kelly Murdock, 1996, , 462 pages. Learn to design and create virtual worlds and stunning 3D graphics for Web pages. Written in a straight, conversational style, the book includes complete coverage of the new

A practical introduction to computer graphics , Ian O. Angell, 1981, Computers, 146 pages. .

Super VGA graphics programming secrets, Steve Rimmer, Jul 1, 1993, Computers, 580 pages. Discusses graphics files, 16- and 265-color graphics, display fonts, and the history of PC displays, and shows how to print Super VGA graphics and access Super VGA modes.

Moving worlds , Ellen Adams, Donald Doherty, May 1, 1996, Computers, 259 pages. Keep up with, and stay ahead of, the latest hot Web technologies. A linear tutorial and overview to the Moving Worlds VRML 2.0 specification, this book will show the reader how

VRML and 3D on the Web for dummies , David C. Kay, Douglas J. Muder, Jun 1, 1996, , 374 pages. Offers advice on choosing a 3D browser, building Web sites with VRML, and using Virtus Voyager and VR Scout.

OpenGL reference manual the official reference document to OpenGL, version 1.1, Renate Kempf,

OpenGL Architecture Review Board, 1997, , 490 pages. Providing an overview of how OpenGL works, this text also contains detailed reference-page descriptions of each OpenGL function. The edition includes functions used by the new

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