Microcomputer Graphics for the IBM PC - Roy E. Myers 1984 Shows how to create business graphics, animation, and three-dimensional graphics on the IBM Personal Computer, and discusses graphics programming.

Microcomputer Graphics Using Pascal for the IBM PC and Compatibles - Richard P. Halpern 1985


Molecular Graphics on the IBM PC Microcomputer - James G. Henkel 1985 Provides an introduction to the techniques of microcomputer (IBM-PC) graphics and suggests application in the earth sciences. Examples are provided on the computer disks.

Molecular Graphics on the IBM ® PC Microcomputer - James Henkel 2012-12-02 Molecular Graphics on the IBM® PC Microcomputer is a five-chapter manual that introduces the PC MODEL computer package and provides step-by-step instructions for using it. The PCMODEL is a program to draw and manipulate molecules in graphic form using the IBM® PC, PC/XT, PC/AT, PCjr, and true compatible personal computers. This package has a multitude of applications, including the study of conformations of organic molecules and the organization of organic and inorganic crystal lattices. This manual is organized into two sections, namely, the tutorial and reference parts. The first section is highly tutorial in nature because this is where one will need it most, whereas the later section is much less so because one will then be more in need of detailed reference material. This book will be of value to organic chemists and researchers.

Graphics Design and Animation on the IBM Microcomputers - Julio Sanchez 1990


Graphics Gems II - James Arvo 1991 Graphics Gems II is a collection of articles shared by a diverse group of people that reflect ideas and approaches in graphics programming which can benefit other computer graphics programmers. This volume presents techniques for doing well-known graphics operations faster or easier. The book contains chapters devoted to topics on two-dimensional and three-dimensional geometry and algorithms, image processing, frame buffer techniques, and ray tracing techniques. The radiosity approach, matrix techniques, and numerical and programming techniques are likewise discussed. Graphics artists and computer programmers will find the book invaluable.
Interactive Microcomputer Graphics- Chan S. Park 1985

Graphics Gems III (IBM Version)-David Kirk 1992 This sequel to Graphics Gems (Academic Press, 1990), and Graphics Gems II (Academic Press, 1991) is a practical collection of computer graphics programming tools and techniques. Graphics Gems III contains a larger percentage of gems related to modeling and rendering, particularly lighting and shading. This new edition also covers image processing, numerical and programming techniques, modeling and transformations, 2D and 3D geometry and algorithms, ray tracing and radiosity, rendering, and more clever new tools and tricks for graphics programming. Volume III also includes a disk containing source codes for either the IBM or Mac versions featuring all code from Volumes I, II, and III. Author David Kirk lends his expertise to the Graphics Gems series in Volume III with his far-reaching knowledge of modeling and rendering, specifically focusing on the areas of lighting and shading. Volume III includes a disk containing source codes for both the IBM and Mac versions featuring all code from volumes I, II, and III. Graphics Gems I, II, and III are sourcebooks of ideas for graphics programmers. They also serve as toolboxes full of useful tricks and techniques for novice programmers and graphics experts alike. Each volume reflects the personality and particular interests of its respective editor. Includes a disk containing source codes for both the IBM and Mac versions featuring code from volumes I, II, and III. Features all new graphics gems Explains techniques for making computer graphics implementations more efficient Emphasizes physically based modeling, rendering, radiosity, and ray tracing Presents techniques for making computer graphics implementations more efficient

Computer Animation-Julio Sanchez 1995

Microcomputer Market Place-1987

Inside the IBM PC-Peter Norton 1986 Takes a detailed look at the capabilities of the IBM Personal Computer, examines its microprocessor, operating system, ROM programs, and software, and also discusses diskettes, graphics, and assembly language

Microsoft Chart Updated Version 3.00-Microsoft Corporation 1987


Expanding and Networking Microcomputers-Dennis Longley 1985-06-18

Applied C-J. Terry Godfrey 1990

Computer Graphics, C Version-Donald Hearn 1997 Reflecting the rapid expansion of the use of computer graphics and of C as a programming language of choice for implementation, this new version of the best-selling Hearn and Baker text converts all programming code into the C language. Assuming the reader has no prior familiarity with computer graphics, the authors present basic principles for design, use, and understanding of computer graphics systems. The authors are widely considered authorities in computer graphics, and are known for their accessible writing style.

Encyclopedia of Microcomputers-Allen Kent 1993-05-28 "The Encyclopedia of Microcomputers serves as the ideal companion reference to the popular Encyclopedia of Computer Science and Technology. Now in its 10th year of publication, this timely reference work details the broad spectrum of microcomputer technology, including microcomputer history; explains and illustrates the use of microcomputers throughout academia, business, government, and society in general; and assesses the future impact of this rapidly changing technology."

DEC Microcomputer Directory-Brian W. Kelly 1985
Kelly/Grimes IBM PC Compatible Computer Directory - Brian W. Kelly 1985

IBM Microcomputer Assembly Language in 10 Programming Lessons - Julio Sanchez 1992

Presentation Graphics for Engineering, Science and Business - P.H. Milne 2003-09-02 This book is a guide to the presentation of data in visual format using IBM PCs and compatibles. It includes BASIC programs for graphics presentation of all major types of graph and chart, including 3-D. A special feature is the inclusion of colour plates illustrating the graphics that can be produced.

Interactive Microcomputer Graphics - Chan S. Park 1985

A Bit of IBM BASIC - Thomas A. Dwyer 1984 Discusses the fundamentals of the BASIC computer program language and explains how to program the IBM Personal Computer in BASIC for graphics, sound, and data files.

Training for Microcomputers - Pacific Information Inc 1985

Computer-Aided Processes in Instruction and Research - George C. Beakley 1985-01-01 Computer-Aided Processes in Instruction and Research focuses on the use of computers in instruction and research. Topics covered include computer-aided data acquisition and instruction; computer-aided drafting with interface for finite element mesh generation; the use of microcomputers in mechanical engineering education; and microcomputer-aided structural analysis. Computer-aided learning in problem-oriented courses is also discussed, together with the synthesis of electronics education through introductory robotics. This book is comprised of 24 chapters and begins with a discussion on the course content and the use of computer performance software by students during the design process. The following chapters explore the development of microcomputer-aided mechanical engineering software at Lawrence Livermore National Laboratory; the data acquisition process and relevant laboratory exercises, as well as the uncertainties associated with measurements involving digital systems; and intelligent computer-aided instruction. Some of the problems that arise in the process of developing a computer-aided design/computer-aided manufacturing/computer-aided engineering curriculum in a school of engineering are highlighted. The final chapter features the Robotics Application Laboratory within the Engineering Technology Department of Texas A&M University. This monograph will be of value to students, educators, administrators, and other professionals interested in computer-assisted instruction and research.

Microcomputers and Laboratory Instrumentation - David J. Malcolme-Lawes 2012-12-06 The invention of the microcomputer in the mid-1970s and its subsequent low-cost proliferation has opened up a new world for the laboratory scientist. Tedious data collection can now be automated relatively cheaply and with an enormous increase in reliability. New techniques of measurement are accessible with the “intelligent” instrumentation made possible by these programmable devices, and the ease of use of even standard measurement techniques may be improved by the data processing capabilities of the humblest micro. The latest items of commercial laboratory instrumentation are invariably “computer controlled”, although this is more likely to mean that a microprocessor is involved than that a versatile microcomputer is provided along with the instrument. It is clear that all scientists of the future will need some knowledge of computers, if only to aid them in mastering the button pushing associated with gleaming new instruments. However, to be able to exploit this newly accessible computing power to the full the practising laboratory scientist must gain sufficient understanding to utilise the communication channels between apparatus on the laboratory bench and program within the computer.

Scientific and Engineering Applications with Personal Computers - Raymond Annino 1986-05-06 A single source of the important software aspects of laboratory personal computer usage featuring examples for the Apple, IBM, and CPM-based microcomputer systems. Written with the novice in mind, using primarily Interpreted BASIC, the book contains advanced concepts of filing and program management, modular and structured programming, programming in C, assembly language programming, numerical analysis and modeling, and much more which should be of value to the computer-aware researcher. Hardware is not ignored, but the discussions are focused primarily on readily-available packaged interfaces and communications boards for the personal computer. Includes software examples for the Apple, IBM-PC and CPM. The extensive appendix includes “worked-out” example application programs and an overview of the more popular operating systems which may be run on laboratory computers.


Documentation Abstracts- 1991

Cumulative Book Index- 1985

Graphics Programming Solutions-Julio Sanchez 1993 The first in a new series, this book/disk programmer's reference and toolkit package covers IBM graphics hardware and video systems; text, bit-map, and geometrical primitives; XGA and 8514/A architecture and programming; SuperVGA graphics using the VESA standards; methods and techniques for computer animation; bit-mapped graphics in GIF, TIFF, and PCL formats; and laser printer and pen-plotter programming. Annotation copyright by Book News, Inc., Portland, OR

Developing Three-Dimensional CAD Software with the IBM PC-C. Stan Wei 1987-08-31

Microcomputers and Physiological Simulation-James Edwin Randall 1987

PC Mag- 1985-10-01 PCMag.com is a leading authority on technology, delivering Labs-based, independent reviews of the latest products and services. Our expert industry analysis and practical solutions help you make better buying decisions and get more from technology.

InfoWorld- 1986-04-28 InfoWorld is targeted to Senior IT professionals. Content is segmented into Channels and Topic Centers. InfoWorld also celebrates people, companies, and projects.
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