



Visualization and Virtual Reality: 3D Programming with Visual Basic for Windows

Lee Adams

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Many Windows programmers prefer Visual Basic to C++ because it's less expensive, easier to learn and based on the world's most widely used programming language. It's to the emerging market of Visual Basic developers that Lee Adams directs this guide to visualization graphics programming for Windows. Like Adams' "Windows Visualization Programming with C/C++", a practical handbook for C++ programmers, this volume opens the door to cutting-edge object- and image-based visualization technology. Readers learn how to combine visual thinking and analysis with Windows graphics to produce applications for problem solving, abstract and scientific analysis, multimedia presentation, CAD, and more.

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