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## computer graphics. Acceleration and implementation technologies - VxWorks-based embedded graphics system development examples

By ZHAO GANG ZHANG CHONG JIANG YONG

paperback. Book Condition: New. Ship out in 2 business day, And Fast shipping, Free Tracking number will be provided after the shipment. Pages Number: 236 Publisher: Electronic Industry Press. Pub. Date :2009-06. the book to achieve a complete hardware and software design of embedded graphics system to explain the level of analysis from the driver graphics processor GPU hardware acceleration principle. details of the OpenGL driver under VxWorks development methods and instance-driven . This book is divided into nine chapters. Chapter 1 introduces the basic concepts of computer graphics and computer graphics system. the overall structure and workflow. Chapter 2 describes the principles of computer graphics. Chapter 3 highlighted the plight of the graphics processing unit (GPU) to accelerate the basic structure and principles. Chapter 4 describes the general graphics system and the basic principles of software and hardware development process. Chapter 5 combines graph theory foundation and the characteristics of embedded systems. embedded graphics system that developed in the required number of points of concern. Chapter 6 describes the design principles embedded graphics system hardware and implementation. Chapter 7 of the embedded graphics system development in the use to the software development environment. development tools and their specific use for...



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