
Subject: Re: Object Graphics Book.

Posted by [David Fanning](#) on Wed, 04 Sep 2002 17:00:29 GMT

[View Forum Message](#) <> [Reply to Message](#)

Matt Savoie writes:

- > I'm looking for feedback on Ronn Kling's new book `_Power Graphics with IDL_`.
- > I've been to the web site, and looked at the table of contents, but I'm just
- > a bit hesitant to drop the money with out touching the product.
- >
- > I'd really like to hear how it improved or didn't improve your understanding
- > of object graphics. So far I've just plugged away using `_Objects & Object`
- > `Graphics_`. Which is so... Let's just say there is no author listed.

Ronn's book is sub-titled "A Beginners Guide to IDL Object Graphics", and it is really just that. If you are just starting out on this difficult topic, probably teaching yourself about 3D graphics as you go, then this book can be an invaluable reference. If you follow his advice you will at least see **something** in your graphics window, and if you read carefully you might even understand **why** you see something. (You are not likely to learn this from the IDL documentation, unless you plan on shedding a lot of blood.)

It is not (and doesn't claim to be) a book about writing good object-oriented programs. That book is still to be written, I guess. :-)

Bottom line, if you are starting out with object graphics and are frustrated beyond belief and don't know where to turn, this is the book for you. If you are just frustrated writing object graphics programs...well, that's pretty much par for the course. :-)

Cheers,

David

P.S. Let's just say fifty well-spent dollars can often improve the quality of your life immeasurably.

--

David W. Fanning, Ph.D.

Fanning Software Consulting, Inc.

Phone: 970-221-0438, E-mail: david@dfanning.com

Coyote's Guide to IDL Programming: <http://www.dfanning.com/>

Toll-Free IDL Book Orders: 1-888-461-0155
