Subject: Re: Object Graphics Book.
Posted by David Fanning on Wed, 04 Sep 2002 17:00:29 GMT

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

How much experience do you have with object graphics?

If you are new to object graphics then Ronn's book is required reading. It
will get you looking at more than a blank window faster than you can throw
RSI's OG manual over your shoulder (but don't throw it too far...)

For those "intermediate" level object graphics hacks the book will provide
less insight but will fill in the details. Ronn actually took the time to
figure out those keywords you have been ignoring. And always a fan of the
fundamentals, I like his treatment of IDLgrView and IDLgrModel in chpts 3 &
4.

For the advanced object graphics guru, there will be a few nuggets of
goodness but you will be left wanting more. Ronn hinted that an advanced
object graphics book was in the works and I am looking forward to that. But
then again, Ronn, maybe you shouldn't let everyone in on these secrets. I
need to feed my family.

Should you buy it? I'm probably not the person to answer that since I buy
every IDL book. I know. It is a problem. I am supporting these author's
lavish lifestyles. But they have bills to pay too. The butler. The
driver. The tennis club....

;)

-Rick

<savoie.no.spam.at.all.@nsidc.org> wrote in message
news:ywkun0qxg37e.fsf@snowblower.colorado.edu...
>
>
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> Graphics_. Which is so... Let's just say there is no author listed.

>
> Thanks for the help.
>
> Matt Savoie
> National Snow and Ice Data Center
> Boulder, CO

Subject: Re: Object Graphics Book.
Posted by Andrew Cool on Thu, 05 Sep 2002 01:35:59 GMT
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savoie.no.spam.at.all.@nsidc.org wrote:
>
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> Graphics_. Which is so... Let's just say there is no author listed.
>
> Thanks for the help.
>
> Matt Savoie
> National Snow and Ice Data Center
> Boulder, CO

Hi Matt,

 Ronn's book is great for OG beginners like me. It's not a dry text book
 that launches into Object jargon with the assumption that you already
have a
 background or understanding of the subject. Instead Ronn goes to some
effort
 to congenially explain the fundamentals of OG, and how it's implemented
in
 IDL, warts 'n' all.

 I didn't pay for my copy (I won Ronn's competition to name the book),
but having
 been through the book, I will be ordering two copies for the IDL crowd
at work.

Andrew

-- ----------------
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Subject: Re: Object Graphics Book.
Posted by ronn on Thu, 05 Sep 2002 11:26:47 GMT
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Hello Everyone,

Rick's reply reminded me of something that I wanted to post.

> For the advanced object graphics guru, there will be a few nuggets of
> goodness but you will be left wanting more. Ronn hinted that an advanced
> object graphics book was in the works and I am looking forward to that.

I am indeed working on an advanced version and if anyone has a 3D data set
that is really interesting to look at it I would be happy to use it as one
of the examples in the book. Also, if anyone has some "too cool" object
graphics examples that they would like to see published just contact me.

>
> Should you buy it? I'm probably not the person to answer that since I buy
> *every* IDL book. I know. It is a problem. I am supporting these author's
> lavish lifestyles. But they have bills to pay too. The butler. The
> driver. The tennis club....
>
David, Liam and I do appreciate this Rick. But David is the tennis guy, I
work on my old car to keep sane. Liam, what do you do?

-Ronn

--
Ronn Kling
KRS, inc.
email: ronn@rlkling.com
"Application Development with IDL"ï¿½ programming book updated for IDL5.5!

"Calling C from IDL, Using DLM's to extend your IDL code"!
"Power Graphics with IDL, A Beginner's Guide to Object Graphics", NEW BOOK!
http://www.rlkling.com/

Subject: Re: Object Graphics Book.
Posted by Liam E. Gumley on Thu, 05 Sep 2002 14:05:11 GMT
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ronn kling wrote:
>
> Hello Everyone,
>
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>> Should you buy it? I'm probably not the person to answer that since I buy
>> *every* IDL book. I know. It is a problem. I am supporting these author's
>> lavish lifestyles. But they have bills to pay too. The butler. The
>> driver. The tennis club....
>>
> David, Liam and I do appreciate this Rick. But David is the tennis guy, I
> work on my old car to keep sane. Liam, what do you do?

I've plenty to keep me busy in my day job, and a toddler at home to
remind me what's really important.

Cheers,
Liam.
Practical IDL Programming
http://www.gumley.com/