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Graphics Programming With Perl

Modules, tools and techniques

Graphics Programming WITH Perl

Martien Verbruggen

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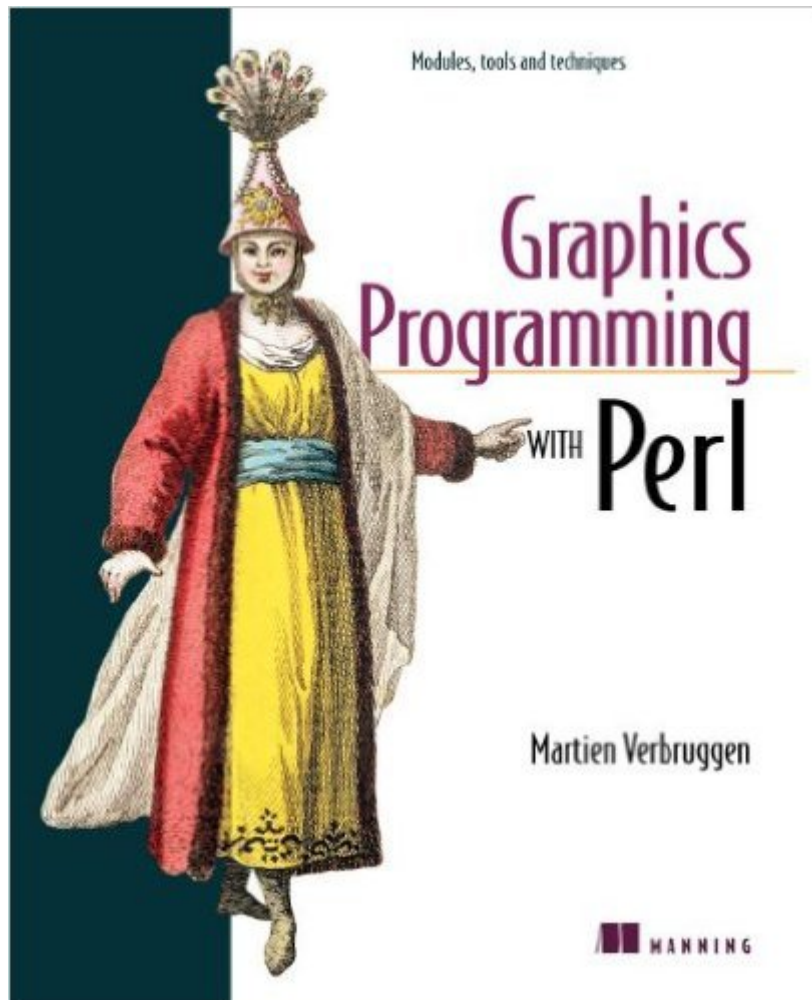
Synopsis

A reference and introduction to graphics programming with Perl and Perl modules that includes simple graphics recipes and techniques for designing flexible graphics software.

Book Information

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Customer Reviews

Simply put: if you want to learn how Perl can interact with graphics, then you need to get this book. It is far superior to O'Reilly's outdated and thin book, Programming Web Graphics with Perl & GNU Software.Thankfully Graphics Programming with Perl does not limit itself to Web graphics. While dedicating many chapters to Web graphics, the author also discusses topics, such as 3D animation using OpenGL and Renderman, that most people do not associate with the Perl programming language. Very informative!The author, Martien Verbruggen, cleary knows his stuff and it shows, especially in the opening chapters where he presents in-depth overviews of the bits and pieces in graphics programming (e.g, the drawing primitives, color spaces and palettes, file formats, et cetera). Many other books would probably breeze through such information, but not here. Not only did I learn about the graphic tools available to the Perl programmer, but I also learned a great deal about the graphic programming world in general.

This is a good resource for GD and ImageMagick programming in Perl. I like the author's approach to laying out ways to combine the two interfaces. A little more information on what is going on behind the scenes would be helpful and the documentation is not complete nor exhaustive around

IM.I think this is a great tool for understanding how to manipulate images, draw graphs and charts and other basic tasks. Well written and easy to understand.

A good discussion of Perl graphics programming - however, it needs updating to discuss the GD 2 graphics library.

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