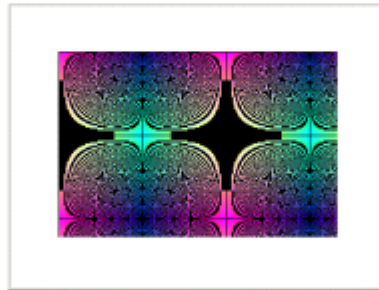


2D ENVIRONMENTS IN JAVA

FOR DESIGNERS AND ARCHITECTS



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2D Environments in Java is a book that introduces to designers the world of creative computer programming. The author, Kostas Terzidis, both an architect and a computer scientist is familiar with the difficulties “visually-oriented” designers may have with “dry” computer programming. The book introduces concepts, algorithms, “hands-on” creative experimentation, and visual effects. Complex concepts become easy to understand, clear, and ready to be implemented, altered, and presented by designers and architects.

An on-line version of the book resides at www.zhapes.com.