Programming with Quartz: 2D and PDF Graphics in Mac OS X (The Morgan Kaufmann Series in Computer Graphics)

David Gelphman, Bunny Laden

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Written by members of the development team at Apple, **Programming with Quartz** is the first book to describe the sophisticated graphics system of Mac OS X. By using the methods described in this book, developers will be able to fully exploit the state-of-the-art graphics capabilities of Mac OS X in their applications, whether for Cocoa or Carbon development. This book also serves as an introduction to 2D graphics concepts, including how images are drawn and how color is rendered. It includes guidance for working with PDF documents, drawing bitmap graphics, using Quartz built-in color management, and drawing text. **Programming with Quartz** is a rich resource for new and experienced Mac OS X developers, Cocoa and Carbon programmers, UNIX developers who are migrating to Mac OS X, and anyone interested in powerful 2D graphics systems.

* This is the definitive guide to the revolutionary graphics system of Mac OS X that uses the Portable Document Format (PDF) as the basis of its imaging model.
* It contains the latest on programming with Quartz for Mac OS X version 10.4.
* Carefully crafted and extensive code examples show how to accomplish most of the drawing tasks possible with Quartz.

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