



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

By 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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Editorial Review

Review

"I strongly encourage non-Macintosh programmers to pick up this book and find out for themselves what a truly great development platform we have in the Macintosh. Programmers and software managers at Windows, Linux, and Unix shops should seriously consider the Macintosh as an addition to (or replacement for!) their current stable of platforms. In particular, movie studios, animation houses, and special-effects facilities would do well to consider that with Macintosh, a single platform can provide everything they need..."?from the foreword by Philip J. Schneider, R&D Engineer, Industrial Light + Magic

"Finally, the book I've wanted for years is here! As a graphics programmer, I appreciate the clear explanations of how Quartz has packaged the state of the art for mere mortals. As a Cocoa programmer, I appreciate the clear explanation of which facilities of Quartz Cocoa is already leveraging. This will become a well-thumbed resource for all graphics programmers on Mac OS X, whether or not they're using Cocoa, Carbon, or porting code from another platform."?Dr. Michael B. Johnson, Pixar Animation Studios

"I've been using Quartz since the first release of Mac OS X and this book covers it all! Great advice, good sample code?it's the book to have if you want to learn everything about Quartz."?Stephane Marcouiller, SDE, Microsoft Corporation

"Not only do the authors of **Programming with Quartz** have a superb understanding of their subject matter, but they have conveyed their knowledge in a clear, concise, and readable manner. **Programming with Quartz** has saved me quite a bit of time on my first major Quartz project, and its more general lessons on graphics programming techniques and concepts will prove valuable when using any modern graphics API."?Josh Aas, Software Engineer, Mozilla Corporation

"Even after implementing several features using Quartz, I still learned things from this book that I did not know. For example, the chapter on handling PDF images is very thorough in its descriptions and the issues it raises. I wish I had this chapter when I implemented this feature. The book is very well written and covers many complex topics in 2D graphics clearly and at a level appropriate for all programmers. **Programming with Quartz** continues Apple's tradition of producing excellent documentation for its developers."?Ron Ullmann, Macintosh Business Unit, Microsoft Corporation

From the Back Cover

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About the Author

David Gelphman is a senior software engineer on Apple's Graphics and Imaging team. He has over 20 years

of experience working with the PostScript and PDF imaging model that is at the heart of Quartz graphics. His computer career began with scientific computing while he was earning his PhD in experimental particle physics at Stanford. Apple's introduction of the Macintosh in 1984 caused him to make a sharp turn into the world of user-friendly computing and he hasn't looked back. While working at Adobe Systems, David co-designed Apple's LaserWriter 8 printer driver and was team lead of the development project. At Adobe he also worked closely with third party developers, taught PostScript programming, wrote a number of technical notes, and contributed to the evolution of the PostScript language. After leaving Adobe he continued to combine software engineering work with documentation for software developers, authoring an article for Apple's *develop* technical journal in addition to a number of Apple technical notes. Today David writes system software for Mac OS X but continues to be involved with third party documentation and enjoys writing sample code for developers outside of Apple.

Bunny Laden is a senior technical writer for Apple Computer who writes documentation for Mac OS X technologies, including Quartz, Core Image, and Quartz Composer. She has won technical writing awards for a number of Apple documents— *QuickTime VR Authoring Studio*, *Handling Unicode Text With MLTE*, *Supporting Printing in Your Application*?and for the book **Learning Carbon** (O'Reilly & Associates). In her former life as an academician, she authored articles on a number of topics including music cognition and musical acoustics.

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