



## Perl Graphics Programming: Creating SVG, SWF (Flash), JPEG and PNG files with Perl

By Wallace, Shawn

O'Reilly Media, 2002. Book Condition: New. Brand New, Unread Copy in Perfect Condition. A+ Customer Service! Summary: Preface Part I. Raster Images and Web Graphics 1. Creating Graphics with Perl Introduction to File Formats Color Raster File Formats Vector Graphic File Formats Document File Formats References 2. On-the-Fly Graphics with GD GD Basics Sample GD Applications Reading and Writing Methods Getting and Setting General Information Color Table Manipulation Methods Brushes, Styles, and Tiles Copying and Transforming Images Image Drawing and Manipulation Methods Strings and Fonts Polygon Methods 3. Graphics Scripting with Image::Magick What Is ImageMagick? Using Image::Magick Sample Image::Magick Applications Reading and Writing Images Retrieving and Setting File Information Sizing and Transforming Images Copying and Composing Images Color and Transparency Annotation and Drawing Filters and Effects 4. Charts and Graphs with GD::Graph Let's Make Some Graphs! A Sample GD::Graph Application GD::Graph Methods Attributes of GD::Graph Objects Colors and Fonts in GD::Graph 5. Scripting the Gimp with Perl Getting and Installing the Gimp Writing Gimp Plug-ins in Perl Your First Gimp Script Object-Oriented Versus Procedural Scripting Adding New Features to the Gimp Standalone Scripts Part II. Vector Images and Animations 6. SVG: The Scalable Vector Graphics Format SVG Document Structure The...



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