

Quartz 2D Graphics For Mac OS X Developers By R. Scott Thompson

By R. Scott Thompson

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Quartz 2D is the native two-dimensional graphics rendering API for Mac OS X and iOS platforms, part of the Core Graphics framework.

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As previously discussed in Drawing iPhone 2D Graphics with Quartz, the Quartz 2D API is the primary mechanism by which 2D drawing operations are performed within

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Quartz 2D Graphics for MacOS X Developers (Link) Addison-Wesley Professional March 2006. Core Graphics is the new graphics framework for Mac OS X. Quartz, the 2D

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