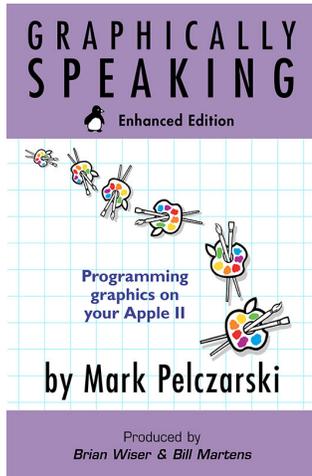




# Call-A.P.P.L.E.™

World's Largest Apple User Group – Since 1978



## GRAPHICALLY SPEAKING: Enhanced Edition

This book is a compilation of Mark Pelczarski's "Graphically Speaking" tutorial columns that appeared in *Softalk* magazine. Using the included programs, you will be able to create art, do animation for games, and have a bunch of fun on your Apple II computer. Once you learn the fundamentals of creating hi-res, 3-D, and animation, you will be limited only by your imagination. Originally published in 1983, this *Enhanced Edition* features a new preface from the author and a refreshed design.

[callapple.org/books](http://callapple.org/books)

### Features:

- More than 240 pages of Apple II graphics programming tutorials in both BASIC and machine language.
- Preface from the author encompassing 11 pages.
- Mark's prediction of programming and computers in the future, as written in 1981 for *SoftSide* magazine and titled, "I Don't Think We're in Kansas Anymore..."
- Remastered original art and a redesigned interior.
- Over 25 fun penguins drawn by artists such as: Cheryl Pelczarski, Dav Holle, Steve Wedemeyer, Bill Giese, Elaine Cheever, and Rick Incrocci.
- Penguin lore discovered on Penguin product packages, contributed by people who worked at Penguin Software over the years.
- Glossary of programming and computer terms.

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