

Computer Graphics

PRINCIPLES AND PRACTICE

Foley ♦ van Dam ♦ Feiner ♦ Hughes

SECOND EDITION in C



THE SYSTEMS PROGRAMMING SERIES

Computer Graphics: Principles and Practice, James D. Foley, Addison-Wesley Professional, 1996, 0201848406, 9780201848403, 1175 pages. By uniquely combining concepts and practical applications in computer graphics, four well-known authors provide here the most comprehensive, authoritative, and up-to-date coverage of the field. The important algorithms in 2D and 3D graphics are detailed for easy implementation, including a close look at the more subtle special cases. There is also a thorough presentation of the mathematical principles of geometric transformations and viewing..

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Mathematical Elements for Computer Graphics , David F. Rogers, James Alan Adams, 1976, Computers, 239 pages. This text is ideal for junior-, senior-, and graduate-level courses in computer graphics and computer-aided design taught in departments of mechanical and aeronautical

3D computer graphics , Alan H. Watt, 1993, Computers, 500 pages. This new edition of 3D Computer Graphics has been fully revised to take into account new developments in graphics. It features new material on modeling and representation

Schaum's Outline of Computer Graphics 2/E , Zhigang Xiang, Roy A. Plastock, Sep 8, 2000, Computers, 347 pages. Scores of examples and problems allow students to hone their skills. Clear explanations of fundamental tasks facilitate students' understanding of important concepts. New

An Introduction to Ray Tracing , Andrew S. Glassner, 1989, Computers, 327 pages. The creation of ever more realistic 3D images is central to the development of computer graphics. Ray tracing is one of the most popular and powerful means by which photo

Computer Graphics Dictionary , Roger T. Stevens, 2002, Computers, 460 pages. The popularity of special effects movies and video games has introduced thousands of new terms, techniques, and software applications to both the computing professional and the

Computer Graphics, C Version , Hearn, Sep 1, 1997, , . Reflecting the rapid expansion of the use of computer graphics and of C as a programming language of choice for implementation, this new version of the best-selling Hearn and

Tutorial, computer graphics , John C. Beatty, Kellogg S. Booth, 1982, Computers, 570 pages. Introductory course in computer graphics; reflects the developments & increasing use of computer graphics in all areas. Addresses fundamental issues in hardware & software

Computer Graphics , Chennakesava R. Alavala, , , .

Computer Graphics Theory Into Practice, Jeffrey J. McConnell, 2006, Computers, 519 pages. Computer Graphics & Graphics Applications.

Graphics programming with PHIGS and PHIGS PLUS , Joseph Edward Kasper, David Arns, 1993, Computers, 810 pages. .

Computer Graphics : Algorithms and Implementations , D. P. Mukherjee, Debashish Jana, 2010, Computer graphics, 583 pages. .

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