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Computer Graphics: Principles and Practice by James D. Foley

Sections on current computer graphics practice show how to apply given principles in common situations, such as how to approximate an ideal solution on available hardware, or how to represent a data structure more efficiently. Topics are reinforced by exercises, programming problems, and hands-on projects.

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Computer Graphics: Principles and Practice in C. James D. Foley (Ph.D., University of Michigan) is the founding director of the interdisciplinary Graphics, Visualization & Usability Center at Georgia Institute of Technology, and Professor of Computer Science and of Electrical Engineering. Coauthor with Andries van Dam of Fundamentals of Interactive Computer Graphics, Foley is a member of ACM ...

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Computer graphics: principles and practice (2nd ed ...

The best-selling book on computer graphics is now available in this C-language version. All code has been converted into C, and changes through the ninth printing of the second edition have been incorporated. The book's many outstanding features continue to ensure its position as the standard computer graphics text and reference.

Computer graphics : principles and practice : Foley, James ...

An appendix reviews mathematics for computer graphics. The basic group consists of seven chapters. After a chapter introducing computer graphics and the fundamental issues in hardware, software, and applications, two chapters describe the use and implementation of a simple two-dimensional interactive graphics package.

Computer Graphics: Principles and Practice - James D ...

Computer graphics : principles and practice Item Preview remove-circle ... First ed., by James D. Foley and Andries van Dam, published under title: Fundamentals of interactive computer graphics Illustrated lining papers Includes bibliographical references (p. 1113-1151) and index Access-restricted-item true Addeddate

Computer Graphics: Principles and Practice, 3rd Edition

Computer Graphics is about computer graphics and principles. This book has four authors, who are experts in their field. It has a hardcover, is richly illustrated with color plates and lots of figures. If the code had syntax highlighting, then it would have been even better. Chapter 1 covers the ...

Computer Graphics: Principles and Practice in C - Pearson

Computer graphics : principles and practice / John F. Hughes, Andries van Dam, ... Revised ed. of: Computer graphics / James D. Foley. . . [et al.]—2nd ed. In the simplest form, these are vertex shaders and fragment shaders, the first practice-theory-practice model of learning: Try something, see whether you can.

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