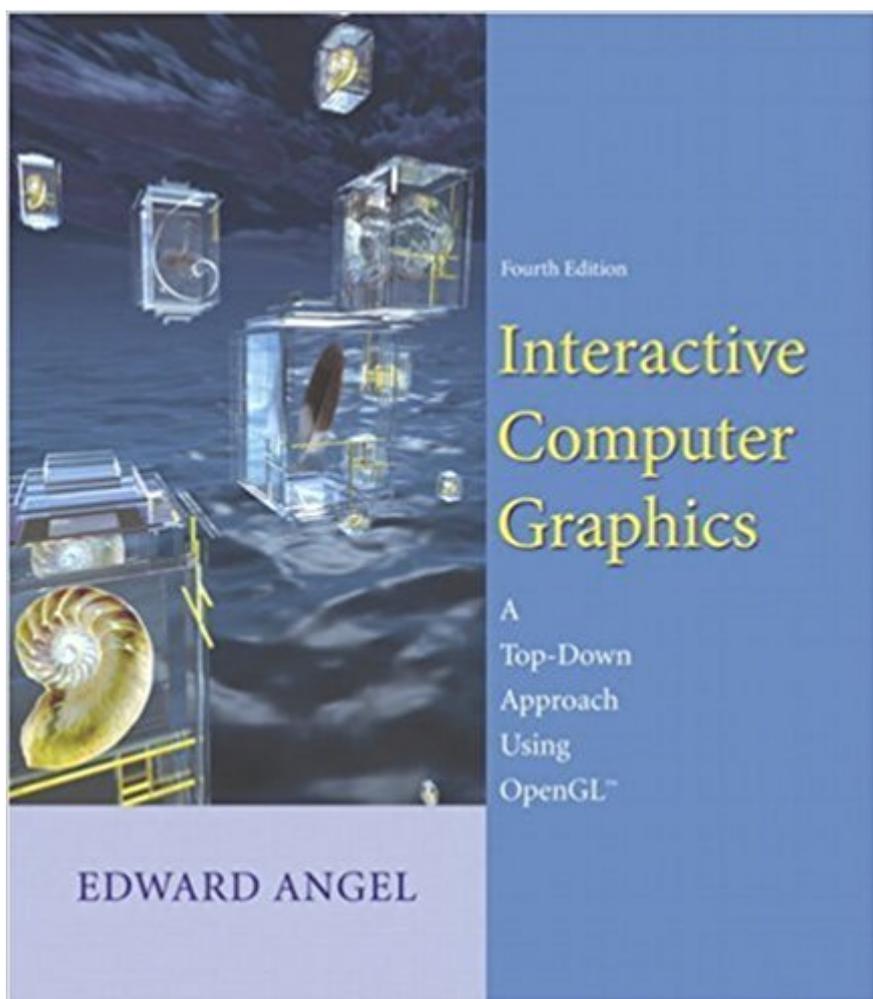


The book was found

Interactive Computer Graphics: A Top-Down Approach Using OpenGL (4th Edition)



Synopsis

Interactive Computer Graphics fourth edition presents introductory computer graphics concepts using a proven top-down, programming-oriented approach and careful integration of OpenGL to teach core concepts. The fourth edition has been revised to more closely follow the OpenGL pipeline architecture and includes a new chapter on programmable hardware topics (vertex shaders). As with previous editions, readers learn to program three-dimensional applications as soon as possible. The Fourth edition focuses on core theory in graphics. Topics such as light-material interactions, shading, modeling, curves and surfaces, antialiasing, texture mapping, and compositing and hardware issues are covered.

Book Information

Hardcover: 816 pages

Publisher: Addison Wesley; 4 edition (March 25, 2005)

Language: English

ISBN-10: 0321321375

ISBN-13: 978-0321321374

Product Dimensions: 8.2 x 1.5 x 9.4 inches

Shipping Weight: 3.2 pounds

Average Customer Review: 3.8 out of 5 stars See all reviews (9 customer reviews)

Best Sellers Rank: #1,647,303 in Books (See Top 100 in Books) #59 in Books > Computers & Technology > Programming > Graphics & Multimedia > OpenGL #1969 in Books > Textbooks > Computer Science > Graphics & Visualization #6889 in Books > Computers & Technology > Graphics & Design

Customer Reviews

This text is great for a class on graphics. The reader may find it challenging to do a self-study however as it assumes a lot of prior mathematics... some of which the reader would not have unless he/she has studied the field of graphics before. While the book does cover most of the math in it either directly or in an appendix in the back, the book's treatment of the material is decidedly utilitarian and lacks the depth or breadth that a true mathematical text would have on such material. It is for this reason that it receives only 4 out of 5 stars. As an aid to lectures in class, this book is very good, provided one's professor covers the requisite math needed in order to understand it.

i love this product its great quality and very worth the money .I hope to buy more of them thx

This is an excellent textbook. I've just completed an undergraduate course in computer graphics using this text and it made the course much easier and more interesting. It clearly explains the content using appropriate examples. However, this book is for an upper level college course and is not suitable for beginners.

the book has some pages damaged but generally, the condition is not that bad the content is the most important thing i enjoy this book a lot with pictures

This is a nice book. I got an A in the computer graphics course and then sold it to a classmate.

[Download to continue reading...](#)

Interactive Computer Graphics: A Top-Down Approach Using OpenGL (4th Edition) Interactive Computer Graphics: A Top-Down Approach Using OpenGL (5th Edition) Interactive Computer Graphics: A Top-Down Approach with Shader-Based OpenGL (6th Edition) Interactive Computer Graphics: A Top-Down Approach with OpenGL (2nd Edition) Interactive Computer Graphics: A Top-Down Approach with Shader-Based OpenGL Computer Graphics Through OpenGL: From Theory to Experiments (Chapman & Hall/CRC Computer Graphics, Geometric Modeling, and Animation) Property, A Contemporary Approach, 2d (Interactive Casebook) (Interactive Casebooks) (Interactive Casebook Series) WebGL Programming Guide: Interactive 3D Graphics Programming with WebGL (OpenGL) Computer Graphics with OpenGL (3rd Edition) Computer Graphics Through OpenGL: From Theory to Experiments, Second Edition 3D Computer Graphics: A Mathematical Introduction with OpenGL OpenGL Programming Guide: The Official Guide to Learning OpenGL, Version 4.3 (8th Edition) OpenGL Programming Guide: The Official Guide to Learning OpenGL, Versions 3.0 and 3.1 (7th Edition) OpenGL(R) Programming Guide: The Official Guide to Learning OpenGL(R), Version 2.1 (6th Edition) OpenGL Programming Guide: The Official Guide to Learning OpenGL, Version 4.5 with SPIR-V OpenGL Programming Guide: The Official Guide to Learning OpenGL, Version 4.3 Computer Networking: A Top-Down Approach (5th Edition) Computer Networking: A Top-Down Approach (6th Edition) Computer Networks: A Top Down Approach Computer Networking: A Top-Down Approach

Contact Us

DMCA

[Privacy](#)

[FAQ & Help](#)