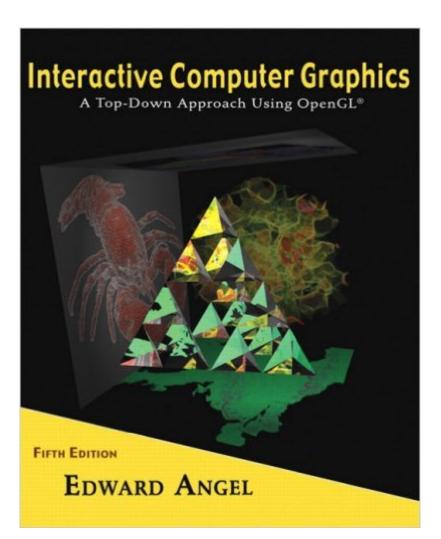
The book was found

Interactive Computer Graphics: A Top-Down Approach Using OpenGL (5th Edition)





Synopsis

Computer animation and graphicsâ "once rare, complicated, and comparatively expensiveâ "are now prevalent in everyday life from the computer screen to the movie screen. Interactive Computer Graphics is the only introduction to computer graphics text for undergraduates that fully integrates OpenGL and emphasizes application-based programming. Using C and C++, the top-down, programming-oriented approach allows for coverage of engaging 3D material early in the course so students immediately begin to create their own 3D graphics. Low-level algorithms (for topics such as line drawing and filling polygons) are presented after students learn to create graphics. This book is suitable for undergraduate students in computer science and engineering, for students in other disciplines who have good programming skills, and for professionals.

Book Information

Hardcover: 864 pages Publisher: Addison Wesley; 5 edition (April 3, 2008) Language: English ISBN-10: 0321535863 ISBN-13: 978-0321535863 Product Dimensions: 8.5 x 1.4 x 9.1 inches Shipping Weight: 3.6 pounds Average Customer Review: 3.8 out of 5 stars Â See all reviews (9 customer reviews) Best Sellers Rank: #614,654 in Books (See Top 100 in Books) #19 in Books > Computers & Technology > Programming > Graphics & Multimedia > OpenGL #747 in Books > Textbooks > Computer Science > Graphics & Visualization #2471 in Books > Computers & Technology >

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 butgenerally, the condition is not that badthe content is the most important thingi 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.

Interactive Computer Graphics: A Top-Down Approach Using OpenGL (5th Edition) Interactive Computer Graphics: A Top-Down Approach Using OpenGL (4th 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 Networking: A Top-Down Approach (5th Edition) 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 (6th Edition) Computer Networks: A Top Down Approach Computer Networking: A Top-Down Approach

<u>Dmca</u>