

## Computer Graphics Principles And Practice Engels Door

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Computer Graphics: Principles and Practice is a textbook written by James D. Foley, Andries van Dam, Steven K. Feiner, John Hughes, Morgan McGuire, David F. Sklar, and Kurt Akeley and published by Addison-Wesley. First published in 1982 as Fundamentals of Interactive Computer Graphics, it is widely considered a classic standard reference book on the topic of computer graphics.

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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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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 ...

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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 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 ...

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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.

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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.

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