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Since then co-teaching courses in computer graphics at the University of Massachusetts and co-authoring Computer Graphics using OpenGL, 3 rd Edition. Stephen Kelley recently graduated from the University of Massachusetts with a degree in Interactive Multimedia and Computer Graphics along with a minor in Information Technology. Stephen also runs ...

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The third edition of his book, the OpenGL Primer, was published in 2006. The eighth edition of Interactive Computer Graphics was released in August, 2019, with Dave Shreiner as coauthor.

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