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Computer graphics principles and practice

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,

Computer Graphics: Principles and Practice, 3rd Edition

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.

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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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