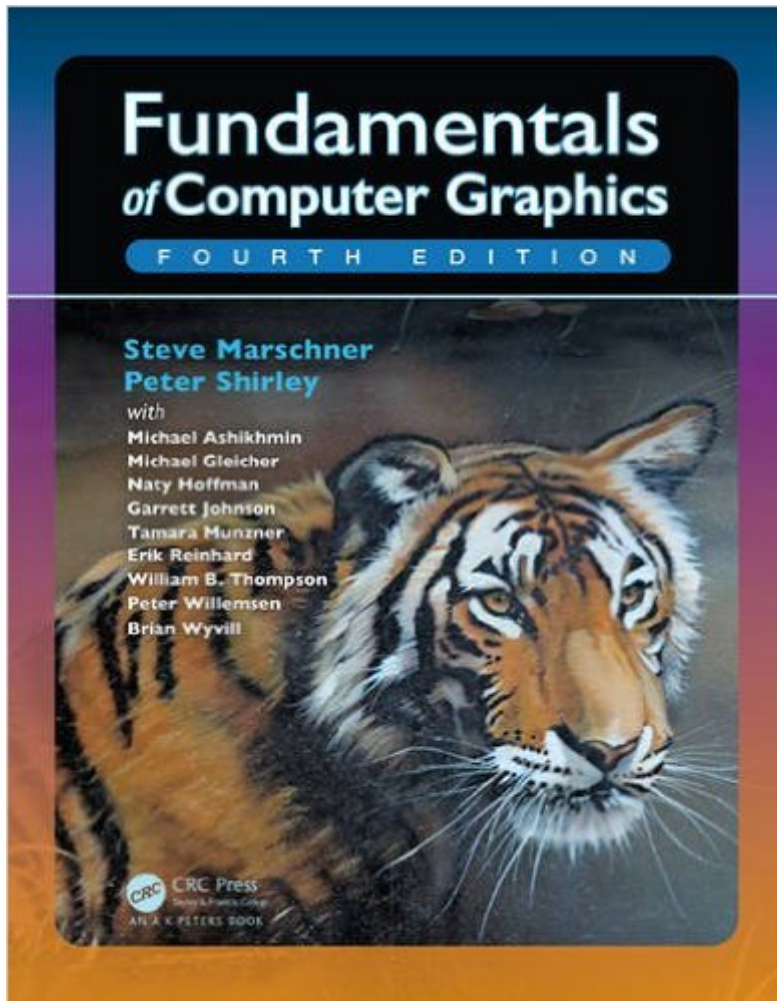


The book was found

# Fundamentals Of Computer Graphics, Fourth Edition



## Synopsis

Drawing on an impressive roster of experts in the field, *Fundamentals of Computer Graphics*, Fourth Edition offers an ideal resource for computer course curricula as well as a user-friendly personal or professional reference. Focusing on geometric intuition, the book gives the necessary information for understanding how images get onto the screen by using the complementary approaches of ray tracing and rasterization. It covers topics common to an introductory course, such as sampling theory, texture mapping, spatial data structure, and splines. It also includes a number of contributed chapters from authors known for their expertise and clear way of explaining concepts. Highlights of the Fourth Edition Include: Updated coverage of existing topics Major updates and improvements to several chapters, including texture mapping, graphics hardware, signal processing, and data structures A text now printed entirely in four-color to enhance illustrative figures of concepts The fourth edition of *Fundamentals of Computer Graphics* continues to provide an outstanding and comprehensive introduction to basic computer graphic technology and theory. It retains an informal and intuitive style while improving precision, consistency, and completeness of material, allowing aspiring and experienced graphics programmers to better understand and apply foundational principles to the development of efficient code in creating film, game, or web designs.

## Book Information

Hardcover: 748 pages

Publisher: A K Peters/CRC Press; 4 edition (December 18, 2015)

Language: English

ISBN-10: 1482229390

ISBN-13: 978-1482229394

Product Dimensions: 1.5 x 8 x 9.5 inches

Shipping Weight: 1.6 pounds (View shipping rates and policies)

Average Customer Review: 3.0 out of 5 stars Â Â See all reviews Â (1 customer review)

Best Sellers Rank: #226,353 in Books (See Top 100 in Books) #153 in Â Books > Computers & Technology > Games & Strategy Guides > Game Programming #226 in Â Books > Textbooks > Computer Science > Graphics & Visualization #346 in Â Books > Computers & Technology > Programming > Graphics & Multimedia

## Customer Reviews

The cover was slightly damaged

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

Computer Graphics Through OpenGL: From Theory to Experiments (Chapman & Hall/CRC  
Computer Graphics, Geometric Modeling, and Animation) Fundamentals of Computer Graphics,  
Fourth Edition HACKING: Beginner's Crash Course - Essential Guide to Practical: Computer  
Hacking, Hacking for Beginners, & Penetration Testing (Computer Systems, Computer  
Programming, Computer Science Book 1) The Use of Projective Geometry in Computer Graphics  
(Lecture Notes in Computer Science) Graphics Gems IV (IBM Version) (Graphics Gems - IBM) (No.  
4) July Fourth Cheer: A Rhyming Picture Book for Children about the Fourth of July, July 4th Cheer  
and Family Fun on the Fourth of July Computer Organization and Design, Fourth Edition: The  
Hardware/Software Interface (The Morgan Kaufmann Series in Computer Architecture and Design)  
What Your Fourth Grader Needs to Know: Fundamentals of a Good Fourth-Grade Education (Core  
Knowledge Series) What Your Fourth Grader Needs to Know (Revised and Updated):  
Fundamentals of a Good Fourth-Grade Education (The Core Knowledge Series K-6) Computability,  
Complexity, and Languages, Second Edition: Fundamentals of Theoretical Computer Science  
(Computer Science and Scientific Computing) Computer Architecture: Fundamentals and Principles  
of Computer Design Fundamentals of Office 365: 2016 Edition (Computer Fundamentals) The  
Complete Guide to Blender Graphics, Second Edition: Computer Modeling and Animation Learning  
Processing, Second Edition: A Beginner's Guide to Programming Images, Animation, and  
Interaction (The Morgan Kaufmann Series in Computer Graphics) Interactive Computer Graphics: A  
Top-Down Approach with Shader-Based OpenGL (6th Edition) Computer Graphics with Open GL  
(4th Edition) Computer Graphics with OpenGL (3rd Edition) 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  
OpenGL (2nd Edition)

[Dmca](#)