

## Computer Graphics Principles And Practice In C 2nd Edition

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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.

Computer Graphics: Principles and Practice, 3rd Edition

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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