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First ed., by James D. Foley and Andries van Dam, published under title:
Fundamentals of interactive computer graphics Illustrated lining papers Includes bibliographical references (p. 1113-1151) and index Access-restricted-item true Addeddate

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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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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

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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

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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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Computer Graphics: Principles and Practice by James D. Foley

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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,

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and applications, two chapters describe the use and implementation of a simple two-dimensional interactive graphics package.

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