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

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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