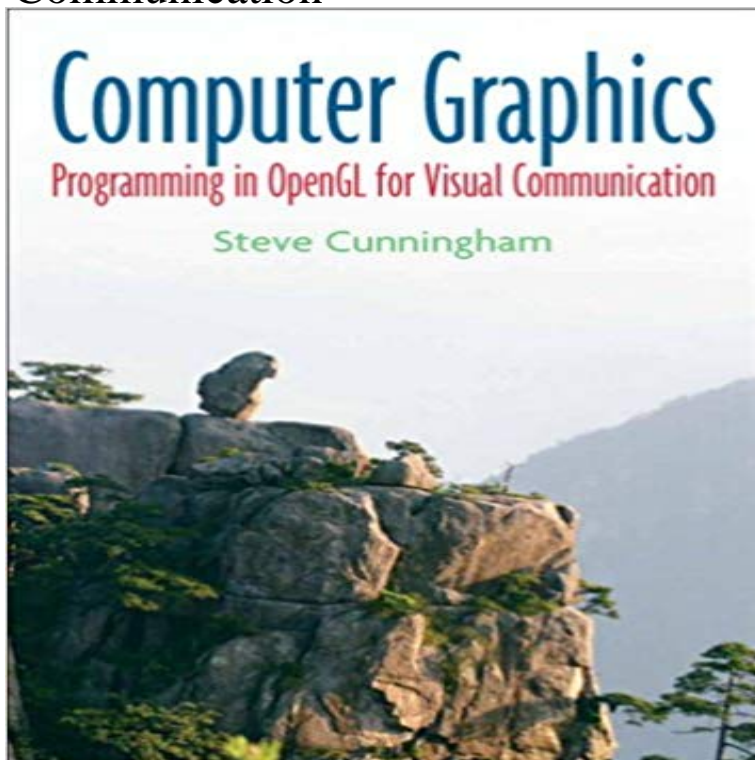


Computer Graphics: Programming in OpenGL for Visual Communication



The importance of computer graphics is spreading beyond the computer science discipline and graphics experts. With the ready availability of OpenGL on essentially all platforms, readers can learn to create effective images early on. Emphasizes the programming of interactive 3D animated scenes with OpenGL (not the theoretical aspects of computer graphics). Treats graphics topics descriptively and in a process-oriented manner, rather than mathematically and algorithmically, making the subject more approachable. Emphasizes using computer graphics to communicate effectively, particularly in the sciences. Makes extensive use of the scene graph for organizing graphics programs. Provides code examples throughout. A reader-friendly introduction for anyone interested in learning more about computer graphics.

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