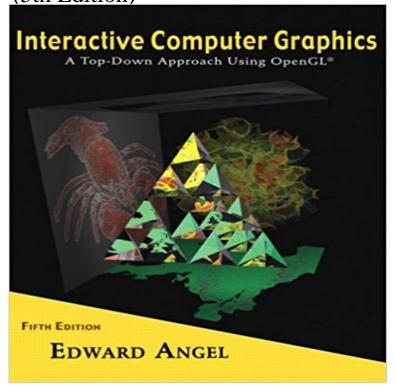
Interactive Computer Graphics: A Top-Down Approach Using OpenGL (5th Edition)



Computer animation and graphicsonce complicated, and comparatively expensiveare now prevalent in everyday life from the computer screen to the movie screen. Interactive Computer Graphics is the only introduction to computer graphics text for undergraduates that fully integrates OpenGL and emphasizes application-based programming. Using C and C++, the top-down, programming-oriented approach allows for coverage of engaging 3D material early in the course so students immediately begin to create their own 3D graphics. Low-level algorithms (for topics such as line drawing and filling polygons) are presented after students learn to create This book is suitable for graphics. undergraduate students in computer science and engineering, for students in other disciplines who have good programming skills, and for professionals.

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