



Fundamentals of Computer Graphics

By Peter Shirley, Michael Ashikhmin, Steve Marschner

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With contributions by Michael Ashikhmin, Michael Gleicher, Naty Hoffman, Garrett Johnson, Tamara Munzner, Erik Reinhard, Kelvin Sung, William B. Thompson, Peter Willemsen, Brian Wyvill.

The third edition of this widely adopted text gives students a comprehensive, fundamental introduction to computer graphics. The authors present the mathematical foundations of computer graphics with a focus on geometric intuition, allowing the programmer to understand and apply those foundations to the development of efficient code.

A new organization for the early chapters, which concentrates foundational material at the beginning to increase teaching flexibility.

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Editorial Review

Fundamentals of Computer Graphics appears in its third updated edition to pack in discussions of the basics of computer graphics for college-level students and programmers. Four new chapters on implicit modeling, color, visualization and computer graphics in games have been added along with extensive revisions and updated new material, making this a 'must' for any college-level computer graphics library.

-- *The Midwest Book Review*, December 2009 About the Author

Peter Shirley is a principal research scientist at NVIDIA and an adjunct professor in the School of Computing at the University of Utah. He has held positions at Indiana University and the Program of Computer Graphics at Cornell University. **Steve Marschner** is an associate professor in the Computer Science Department and Program of Computer Graphics at Cornell University. **Users Review** **From reader reviews:**

Fern Barron: People live in this new day of lifestyle always aim to and must have the spare time or they will get lot of stress from both way of life and work. So , once we ask do people have free time, we will say absolutely indeed. People is human not just a robot. Then we request again, what kind of activity are there when the spare time coming to an individual of course your answer will probably unlimited right. Then ever try this one, reading ebooks. It can be your alternative inside spending your spare time, the actual book you have read is Fundamentals of Computer Graphics.

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