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Interactive Computer Graphics fourth edition presents introductory computer graphics concepts using a proven top-

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down, programming-oriented approach and careful integration of OpenGL to teach core concepts. The fourth edition has been revised to more closely follow the OpenGL pipeline architecture and includes a new chapter on programmable hardware topics (vertex shaders). As with previous editions, readers learn to program three-dimensional applications as soon as possible. The Fourth edition focuses on core theory in graphics. Topics such as light-material interactions, shading, modeling, curves and surfaces, antialiasing, texture mapping, and compositing and hardware issues are covered.

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This text covers the theoretical, mathematical foundations, as well as the practical, algorithmic methods needed to design and implement computer graphics program, with a central theme of generation and manipulation of graphic scenes in real time with human control or interaction. Features covers important graphic standards and device-level method makes a range of advanced material accessible to all software and hardware independent.

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