The book was found

Fundamentals Of Computer Graphics, Fourth Edition

Fundamentals of Computer Graphics

FOURTH EDITION

Steve Marschner
Peter Shirley

with

Michael Ashikhmin
Michael Gleicher
Naty Hoffman
Garrett Johnson
Tamara Munzner
Erik Reinhard
William B. Thompson
Peter Willemsen
Brian Wyvill

CRC Press
AN A K PETERS BOOK
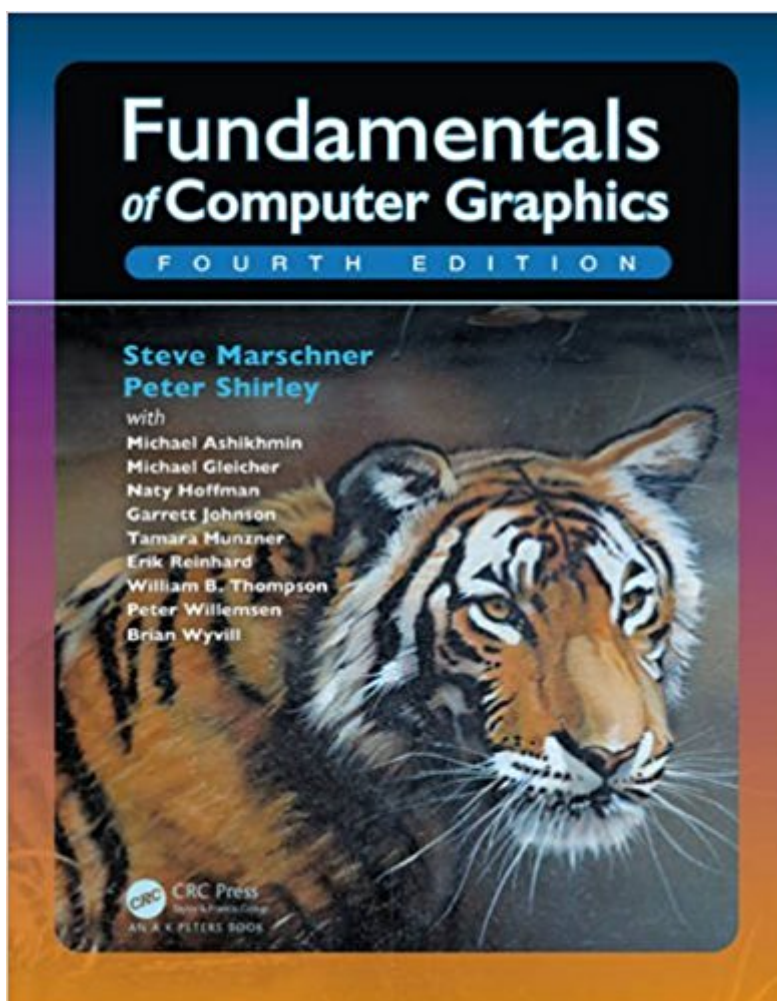
Synopsis

Drawing on an impressive roster of experts in the field, Fundamentals of Computer Graphics, Fourth Edition offers an ideal resource for computer course curricula as well as a user-friendly personal or professional reference. Focusing on geometric intuition, the book gives the necessary information for understanding how images get onto the screen by using the complementary approaches of ray tracing and rasterization. It covers topics common to an introductory course, such as sampling theory, texture mapping, spatial data structure, and splines. It also includes a number of contributed chapters from authors known for their expertise and clear way of explaining concepts. Highlights of the Fourth Edition Include: Updated coverage of existing topics Major updates and improvements to several chapters, including texture mapping, graphics hardware, signal processing, and data structures A text now printed entirely in four-color to enhance illustrative figures of concepts The fourth edition of Fundamentals of Computer Graphics continues to provide an outstanding and comprehensive introduction to basic computer graphic technology and theory. It retains an informal and intuitive style while improving precision, consistency, and completeness of material, allowing aspiring and experienced graphics programmers to better understand and apply foundational principles to the development of efficient code in creating film, game, or web designs.

Book Information

Hardcover: 748 pages

Publisher: A K Peters/CRC Press; 4 edition (December 18, 2015)

Language: English

ISBN-10: 1482229390

ISBN-13: 978-1482229394

Product Dimensions: 1.5 x 8 x 9.5 inches

Shipping Weight: 3.9 pounds (View shipping rates and policies)

Average Customer Review: 3.0 out of 5 stars   1 customer review

Best Sellers Rank: #63,297 in Books (See Top 100 in Books)   #27 inÃ Â Books > Computers & Technology > Games & Strategy Guides > Game Programming   #89 inÃ Â Books > Textbooks > Computer Science > Graphics & Visualization   #106 inÃ Â Books > Computers & Technology > Programming > Graphics & Multimedia

Customer Reviews

Steve Marschner, Cornell University, Ithaca, New York, USA Peter Shirley, Purity LLC

The cover was slightly damaged

Fundamentals of Computer Graphics, Fourth Edition 1st Grade Computer Basics : The Computer and Its Parts: Computers for Kids First Grade (Children's Computer Hardware Books) Computer Organization and Design, Fourth Edition: The Hardware/Software Interface (The Morgan Kaufmann Series in Computer Architecture and Design) A Practical Guide to Graphics Reporting: Information Graphics for Print, Web & Broadcast Fundamentals of Discrete Math for Computer Science: A Problem-Solving Primer (Undergraduate Topics in Computer Science) Learning Processing, Second Edition: A Beginner's Guide to Programming Images, Animation, and Interaction (The Morgan Kaufmann Series in Computer Graphics) Interactive Computer Graphics: A Top-Down Approach with WebGL (7th Edition) Engineering & Computer Graphics Workbook Using SOLIDWORKS 2017 Numerical Algorithms: Methods for Computer Vision, Machine Learning, and Graphics Visualization in Scientific Computing (Focus on Computer Graphics) A Career in Computer Graphics and Design (Essential Careers) Computer Organization and Design MIPS Edition, Fifth Edition: The Hardware/Software Interface (The Morgan Kaufmann Series in Computer Architecture and Design) The Fundamentals of Visualization, Modeling, and Graphics for Engineering Design Fundamentals of Graphics Communication TYPOGRAPHY: ESSENTIALS: The FUNDAMENTALS of having BEAUTIFUL Type for Print and Website Graphic Design (Graphic Design, Graphics, Photography Lighting, ... for Beginners, Artists, Illustrator, Adobe) Data and Computer Communications (10th Edition) (William Stallings Books on Computer and Data Communications) Computer Forensics: Investigating File and Operating Systems, Wireless Networks, and Storage (CHFI), 2nd Edition (Computer Hacking Forensic Investigator) Plastic Injection Molding: Product Design & Material Selection Fundamentals (Vol II: Fundamentals of Injection Molding) (Fundamentals of injection molding series) Plastic Injection Molding: Mold Design and Construction Fundamentals (Fundamentals of Injection Molding) (2673) (Fundamentals of injection molding series) Comfort at Your Computer: Body Awareness Training for Pain-Free Computer Use