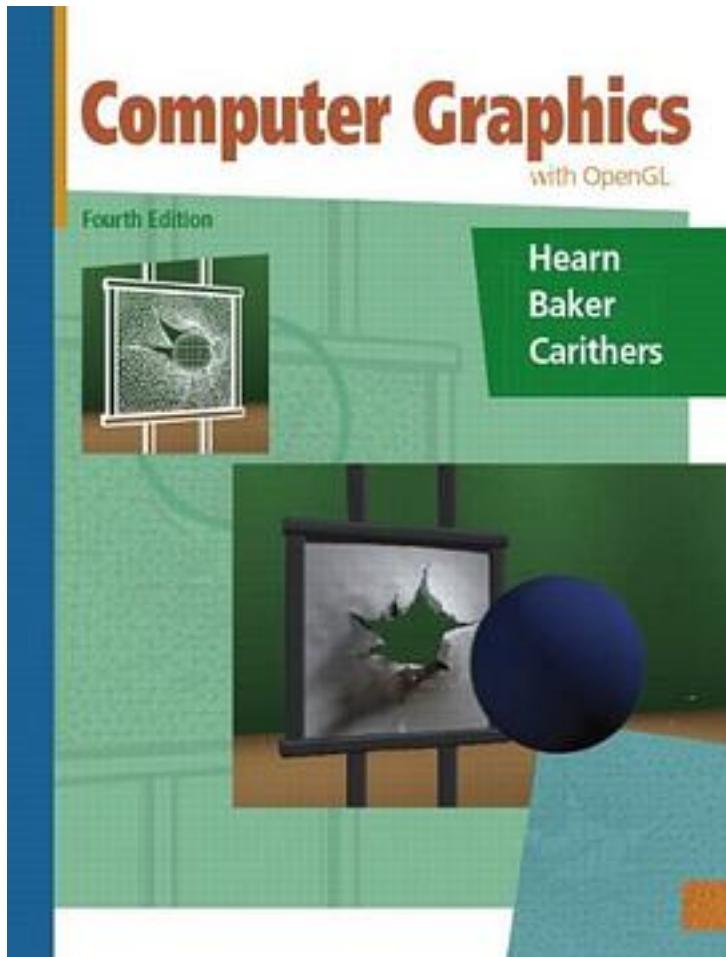


Computer Graphics with Open GL



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Computer Graphics with OpenGL, 4/e is appropriate for junior-to graduate-level courses in computer graphics. Assuming no background in computer graphics, this junior-to graduate-level course presents basic principles for the design, use, and

understanding of computer graphics systems and applications. The authors, authorities in their field, offer an integrated approach to two-dimensional and three-dimensional graphics topics. A comprehensive explanation of the popular OpenGL programming package, along with C++ programming examples illustrates applications of the various functions in the OpenGL basic library and the related GLU and GLUT packages.

作者介绍:

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标签

Graphics

计算机科学

计算

with

Programming

OpenGL

Computer

2010

评论

数学原理讲的很细致，动手实践部分也编排的很好。就是内容有点老，OpenGL我也不

爱得用。除非是学原理，否则不太推荐阅读，可以到网上找比较新的教材。

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书评

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