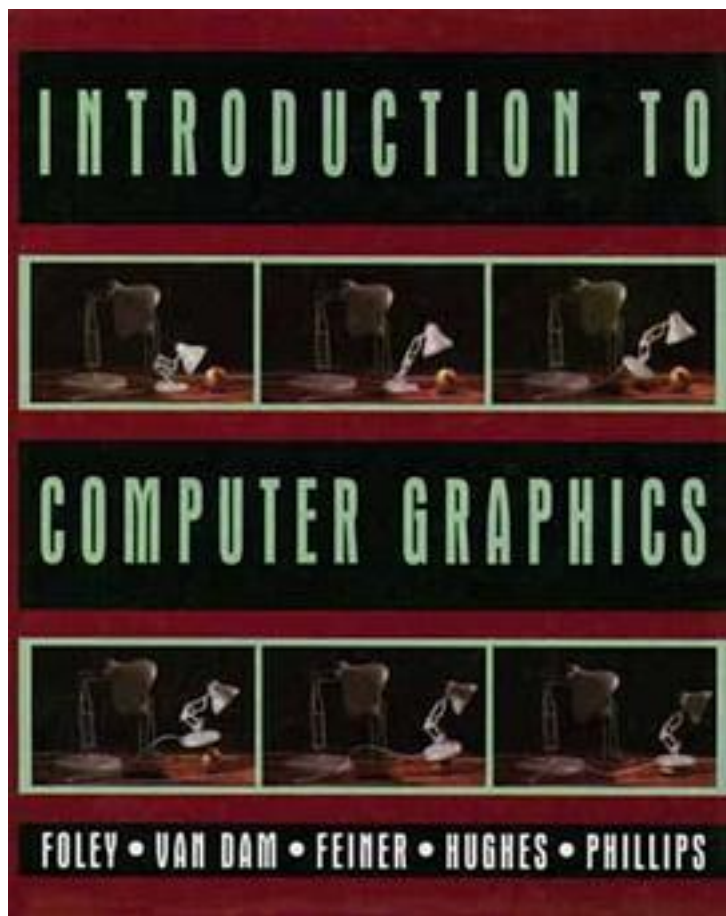# Introduction to Computer Graphics

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This adaptation of the definitive book in the field (Computer Graphics, Second Edition by Foley, et al.,) provides a more concise, less expensive introduction to computer graphics. While retaining the currency and accuracy of the larger work, coverage has been trimmed to the essential topics. Explanations of key concepts have been

expanded and further illustrated, assuming less background on the part of the reader. This brief version uses C as the programming language for all worked examples. An Introduction to Computer Graphics does not replace the highly regarded Second Edition of Foley, et al., but simply offers professionals the option of a briefer, less expensive version.

作者介绍:

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