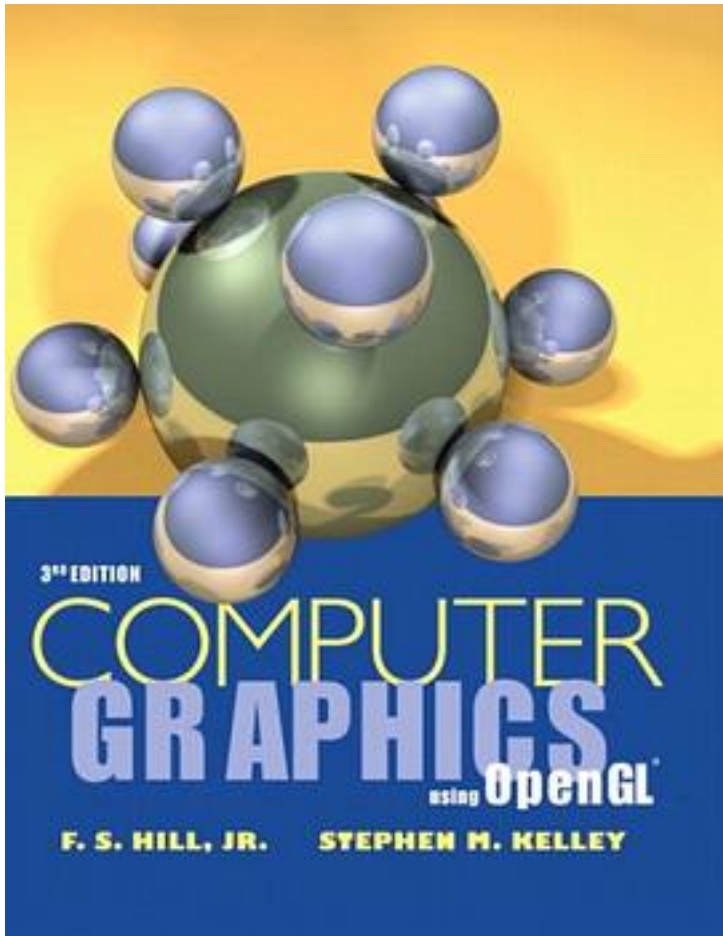# Computer Graphics Using OpenGL

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著者:Francis S Hill Jr.

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Updated throughout for the latest developments and technologies, this book combines the principles and major techniques in computer graphics with state-of-the-art examples. Updates treatment of graphics hardware and algorithms.

Discusses the development of video games through history. Emphasizes interactive graphics more strongly than in previous editions. Relates examples to things readers see everyday on the Internet and in computer-generated movies. Carefully presents each concept, explains the underlying mathematics, shows how to translate the math into program code, and displays the result. A thorough, useful reference for anyone interested in computer graphics.

作者介绍:

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