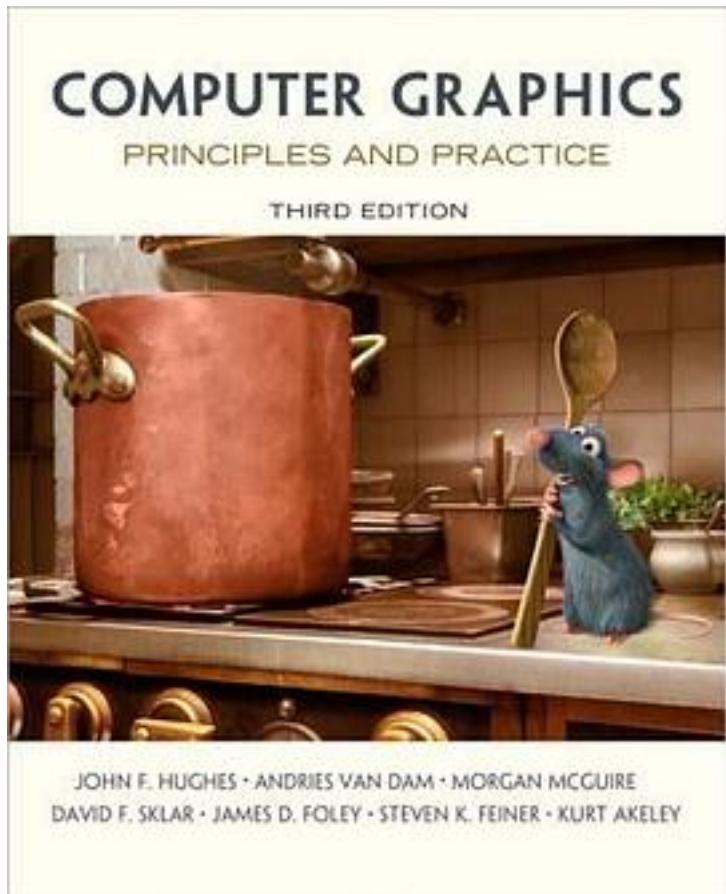


Computer Graphics, 3rd Edition



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The second edition of Fundamentals of Interactive Computer Graphics is completely rewritten to provide the most comprehensive, authoritative, and up-to-date coverage of the field. The authors provide a unique combination of current concepts and practical applications. The important algorithms in 2-D and 3-D graphics are detailed

for easy implementation, including a close look at the more subtle special cases.

There is also a thorough presentation of the mathematical principles of geometric transformations and viewing. In this book, the authors explore multiple perspectives on the field of computer graphics: the user's, the application programmer's, the package implementor's, and the hardware designer's. There are over 100 full-color plates and over 700 figures illustrating the techniques presented in the book. Its many outstanding features ensure its position as the standard computer graphics reference for practitioners, and as a comprehensive and understandable text for students of all levels.

作者介绍:

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标签

计算机图形学

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课本

评论

这本书其实也是综述。。有钱了支持正版。前15章介绍基本概念，直到手把手教你做一个0优化的rasterizer，要求novice C++/WPF。后半部分开始引入高级姿势，只能够充当深入各分野的综述，涉及具体实现的部分并不多，基本都是各式公式草草带过。

网上许多人推荐这本书作为图形学的入门书，但是对于初学的我，尽管懂了一些基本原理，但是还是有许多看不懂的地方

看一些综述论文还不如看这本书来的明白

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