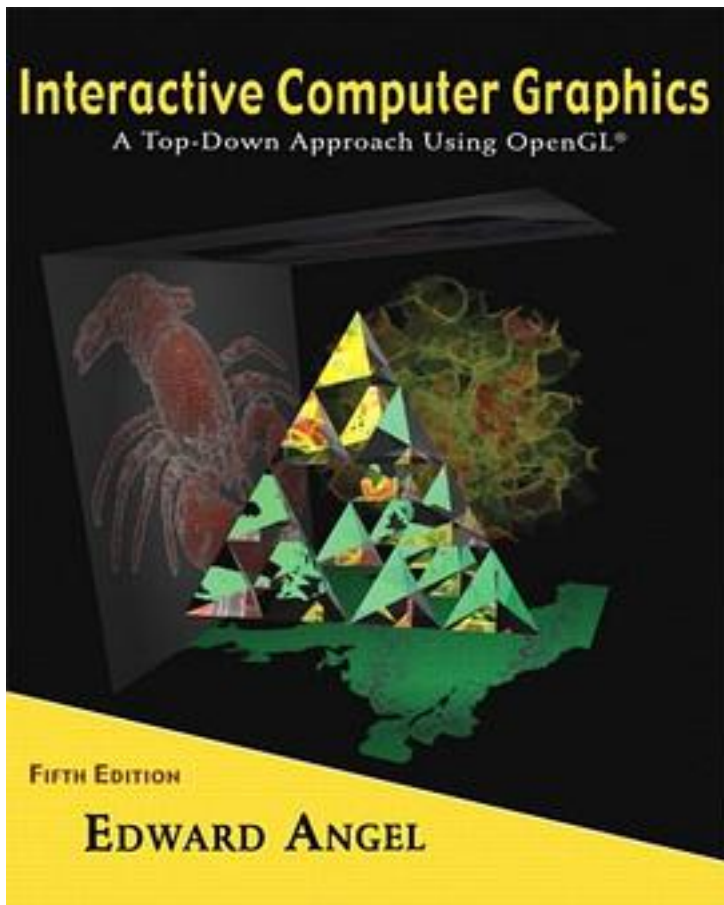


# Interactive Computer Graphics



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出版者:Addison Wesley

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This book is suitable for undergraduate students in computer science and engineering, for students in other disciplines who have good programming skills, and for professionals. Computer animation and graphics—once rare, complicated, and comparatively expensive—are now prevalent in everyday life from the computer screen

to the movie screen. Interactive Computer Graphics: A Top-Down Approach with Shader-Based OpenGL®, 6e, is the only introduction to computer graphics text for undergraduates that fully integrates OpenGL 3.1 and emphasizes application-based programming. Using C and C++, the top-down, programming-oriented approach allows for coverage of engaging 3D material early in the text so readers immediately begin to create their own 3D graphics. Low-level algorithms (for topics such as line drawing and filling polygons) are presented after readers learn to create graphics.

作者介绍:

目录:

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## 标签

计算机图形学

OpenGL

计算机科学

Graphics

ComputerGraphics

编程

Programming

CG

## 评论

C/C++语言的代码和GLSL代码混在一起。。。

代码写得像大便，这还是第6版。翻了下第5版，代码写得还不如大便。看来第6版是作者自己都受不了了，自裁了。向劣质代码爱好者、心理承受能力强者优先推荐。

help understanding computational geometry and spline, although other materials are still needed

初尝computer graphics 以及 OpenGL。

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书评

初学者，粗略看完感觉挺好，评价一下。  
本书涵盖了图形学的各个方面，内容很是丰富，语言也比较浅显易懂，入门看觉得不错，对图形学有了个大体的了解。  
一大特点是比较新。不断出新版啊，我看的已经是2011年出的第六版了。比起老版本，变化还是挺大的（其实我没看过老版，...

[illegible]

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