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Helps readers to develop their own professional quality computer graphics. Hands-on examples developed in OpenGL illustrate key concepts.

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This textbook, first published in 2003, emphasises the fundamentals and the mathematics underlying computer graphics. The minimal prerequisites, a basic knowledge of calculus and vectors plus some programming experience in C or C++, make the book suitable for self study or for use as an advanced undergraduate or introductory graduate text. The author gives a thorough

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speed. Accompanying software is available freely from the book's web site.

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