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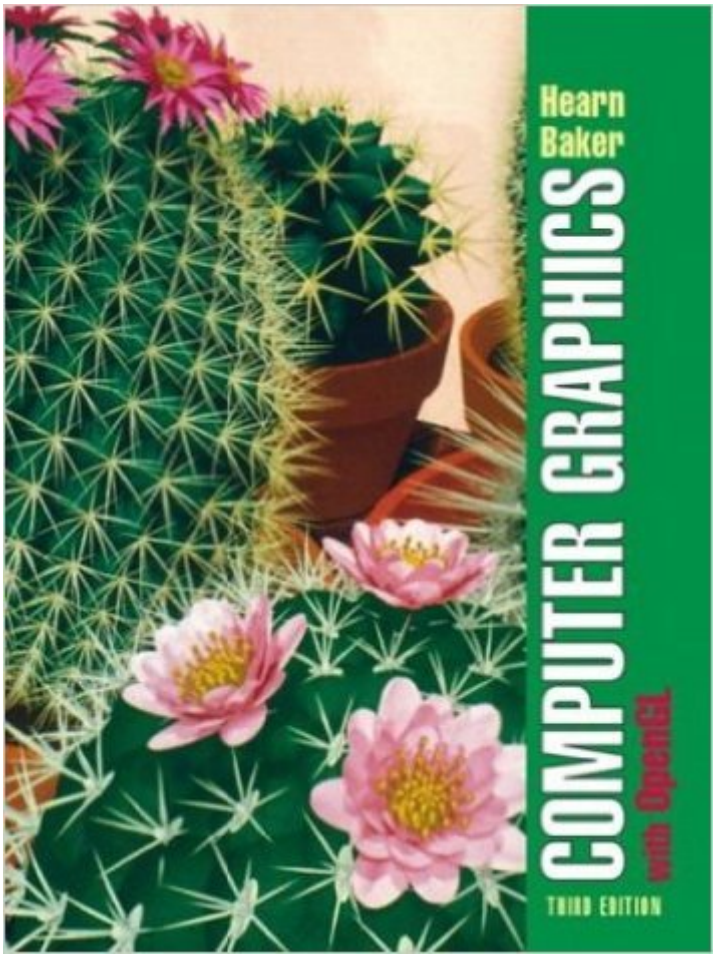
Computer Graphics With OpenGL (3rd Edition)



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Synopsis

Reflecting the rapid expansion of the use of computer graphics and of C++ as a programming language of choice for implementation, this book converts all programming code into the C++ language. This new edition is a complete revision, bringing the text up to date with current advances in computer graphics technology and applications. Assuming readers have no prior familiarity with computer graphics, the authorsâ ”both authorities in their fieldâ ”present basic principles for design, use, and understanding of computer graphics systems using their well-known, and accessible writing style. It includes an exploration of GL, PHIGS, PHIGS+, GKS and other graphics libraries and covers topics such as distributed ray tracing, radiosity, physically based modeling, particle systems, and visualization techniques. For professionals in any area of computer graphics: CAD, Animation, Software Design, etc. Previously announced in 12/2002 catalog.

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Customer Reviews

I must agree with J. Davis. After going through about 3-4 different types of CG courses and experimenting with my own seminars I find that this book is just way too wide of a scope. It seems like it tries to cram general computer graphics, interactive computer graphics, and advanced computer graphics in one... and do a bad job at it. Looking through the book I seriously doubt that some topics can be covered in one chapter, especially some of the viewing chapters. How can you cover all aspect of 2D and 3D viewing, even in breadth only and no depth, in one chapter? That’s just ridiculous. It almost feels as if they are saying that you need a separate major for CG

completely, one course for overview, one for 2d, one for 3d, one for interactive graphics, and a few for advanced topics in computer graphics... but the problem is that that is too narrow of a scope for any 4 year college degree. Plus you can't even start some of the basic discussions without general education in the fundamental math like linear algebra, calculus, discrete math, and so forth. So this book is sort of making a statement that can't be backed in the real world. Though this does offer a good overview for people who are just curious. It touches on a wide variety of things and has very practical approach to having a workable project using openGL.Now as for Davis's comments on a good book. I think Foley and van Dam has actually a pretty good book for undergrads, especially when you set appropriate prequisits for the course. Keeping in mind that CG should be a junior-senior level undergrad course. I studied CG1 when I was an art major and found the Foley van Dam book to usable, though dry, but usable. I found other books later on to be useful, but they are a bit specialized.

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