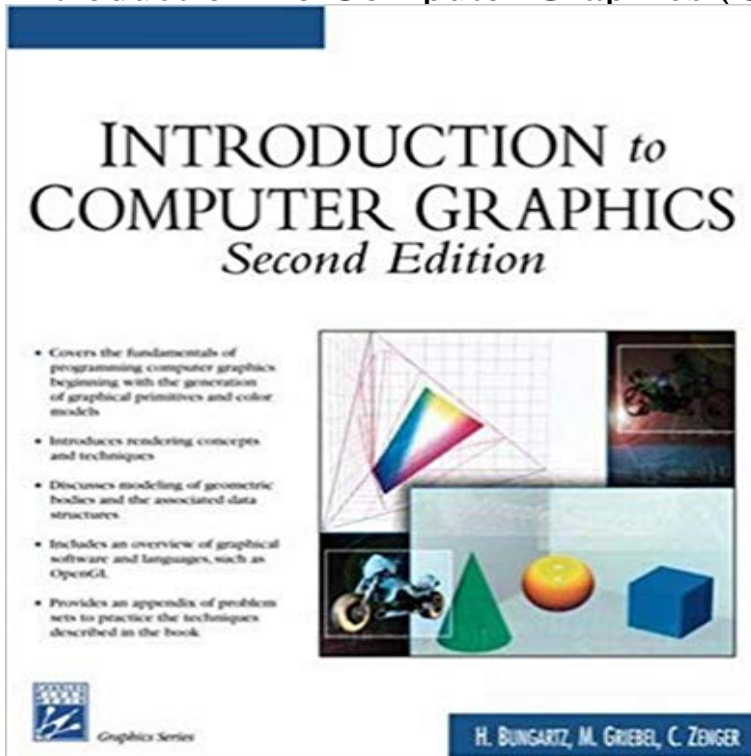


# Introduction To Computer Graphics (Charles River Media Graphics)



In this essential guide to programming computer graphics, the authors begin with the basics of generating images from scratch on a computer screen, taking the first chapter to discuss coordinate systems and transformations, rudimentary shapes, and the representation of grays and colors. The book then moves into ways to model and then represent a three-dimensional figure, covering mathematical models, the vef graph, Euler operators, Bezier curves, and then three-dimensional clipping, lighting effects/shading, visualization, and ray tracing. The final chapter addresses specific applications of techniques such as mapping, stereography, and image processing, explaining their use in representing natural objects as well as in virtual reality programming. This book can be used as a reference for professionals in the computer graphics field and a textbook for students of computer graphics programming.

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