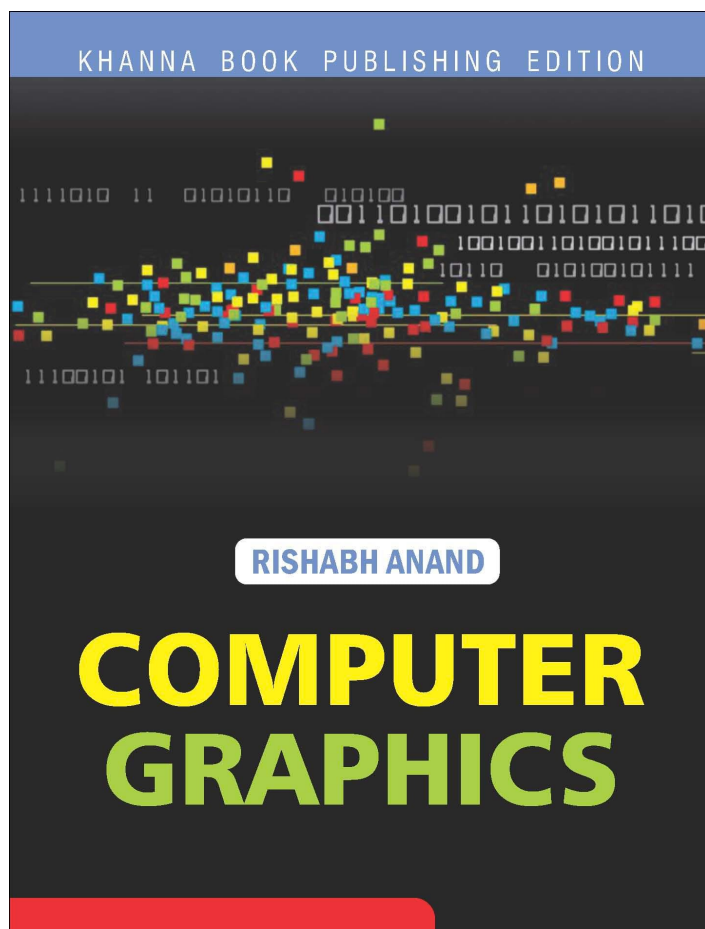




Computer Graphics (A Practical Approach)

Author :	Rishabh Anand
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Product Description

Discusses current computer graphics hardware and software systems techniques and applications. Explores algorithms for creating and manipulating graphics displays and techniques for implementation. Use of programming examples written in C to demonstrate the implementation and application of graphic algorithms. Detailed discussion of 2-D and 3-Dimensional concepts and techniques. A complete chapter dedicated to animation. Review questions are included at the end of each chapter. These exercises allow students additional practice with each of the topics covered in the book.

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Chapter 1: Basic Concepts In Computer Graphics. **Chapter 2:** Line, Circle & Character Generation. **Chapter 3:** Polygons. **Chapter 4:** Segments. **Chapter 5:** Transformation. **Chapter 6:** Windowing & Clipping. **Chapter 7:** 3-D Viewing, Projections & Clipping. **Chapter 8:** Hidden Surfaces & Lines. **Chapter 9:** Light, Color & Shading. **Chapter 10:** Curves & Fractals. **Chapter 11:** Interactive Graphics. **Chapter 12:** Graphical User Interface. **Chapter 13:** Graphics Kernel System. **Chapter 14:** Animation. **Appendix**

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