



## Computer Graphics (A Practical Approach)

<b>Author :</b>	Rishabh Anand
<b>ISBN 13 :</b>	978-93-81068-96-0
<b>ISBN 10 :</b>	93-81068-96-8
<b>E-ISBN 13 :</b>	978-93-81068-96-0
<b>Edition :</b>	1
<b>Pages :</b>	488
<b>Type of book :</b>	Paperback
<b>Weight (g) :</b>	652.00
<b>Year :</b>	2013
<b>Language :</b>	English
<b>Publisher :</b>	Khanna Publishing House
<b>Regular Price :</b>	Rs 350.00
<b>Sale Price :</b>	Rs 280.00
<b>Categories :</b>	<a href="#">All books</a> , <a href="#">Computer Science Engineering</a>
<b>Condition Type :</b>	New
<b>Country Origin :</b>	India

### 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.



**Khanna Publishing House**

4C/4344, Ansari Road, Daryaganj, New Delhi-110002

Email: [contact@khannabooks.com](mailto:contact@khannabooks.com) | Tel: 011-2324 44 47 - 48 | Mobile: + +91-99109 09320

---

## Table of Contents

---

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, Colour & Shading Chapter 10:  
Curves & Fractals Chapter 11: Interactive Graphics Chapter 12: Graphical User Interface Chapter 13: Graphics Kernel  
System Chapter 14: Animation Appendix

---

## Author

---

**Rishabh Anand** Rishabh Anand received his Bachelor's degree B.E (Hons) in Electronics and Communication Engineering from Maharishi Dayanand University, Rohtak in 2006. The author is M.Tech. in Electronics and Communication Engineering from Veer Bahadur Singh Purvanchal University, Jaunpur in 2014, and MBA from Indian Institute of Management, Kozhikode in 2016. The Author is Program Diploma in Innovation Management from International Business Management Institute, Germany (Berlin) in 2020. The author has contributed to research publications in refereed, cited International Conferences and Journals, and attended many conferences, workshops, FDPs, and seminars. Also, he is the reviewer member of IJSDR Journal. He is a prolific author with 34 Text and Reference books to his credit, for B. Tech. (ECE/CSE/IT), M.Tech. (ECE/CSE/IT), BCA, MCA, and other courses of different Universities of India and overseas. His areas of interest include Software Project Management, Cloud Computing, Deep Learning, Tensor Flow, Python, R Programming and Machine Learning. He is currently working in ITES industry as a Global Service Delivery Manager. He is Project Management Professional (PMP)®, ITIL® Foundation Certificate in IT Service Management, PRINCE2® Practitioner Certification - Project Management, ScrumMaster® (CSM®), Certified Six Sigma White Belt (CSSWB™), Lean Six Sigma White Belt Certified (LSSWBC™) and Certified Six Sigma Green Belt™ (CSSGB™). The author delivers lectures as Visiting Faculty (Assistant Professor) in the Global Institute of Technology and Management, Farrukh Nagar, Gurgaon.

---

