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Interactive Computer Graphics: A Top-Down Approach with ...

The top-down approach taken in this book enables students of computer science and engineering to generate complex interactive applications by the end of their first course, and will give them a solid background for future work or study in computer graphics. (source: Nielsen Book Data)

Interactive computer graphics : a top-down approach with ...

A top-down, programming-oriented approach allows for coverage of engaging 3D material early in the course

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graphics programming skills, and for professionals. Computer animation and graphics once rare, complicated, and comparatively expensive are now prevalent in everyday life from the computer screen to the movie screen.

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for professionals interested
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version of WebGL. Computer graphics and animation are now prevalent in everyday life from the computer screen, to the movie screen, to the smart phone screen. The growing excitement about WebGL applications and their ability to integrate HTML5, inspired the authors to exclusively use WebGL in the Seventh Edition of Interactive Computer Graphics with WebGL. This is the only introduction to computer graphics text for undergraduates that fully integrates WebGL and emphasizes application-based programming. The top-down, programming-oriented approach allows for coverage

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based—each application must provide at least a vertex shader and a fragment shader—but also a version that works within the latest web browsers.

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for professionals. Computer animation and graphics are now prevalent in everyday life from the computer screen, to the movie screen, to the smart phone screen. The growing excitement about WebGL applications and their ability to integrate HTML5, inspired the authors to exclusively use WebGL in the Seventh Edition of Interactive Computer Graphics with WebGL. This is the only introduction to computer graphics text for undergraduates that fully integrates WebGL and emphasizes application-based programming. The top-down, programming-oriented approach allows for coverage

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Graphics (for topics such as line drawing and filling polygons) are presented after students learn to create graphics. This book is suitable for undergraduate students in computer science and engineering, for students in other disciplines who have good programming skills, and for professionals.

This is the eBook of the printed book and may not include any media, website access codes, or print supplements that may come packaged with the bound book. Interactive Computer Graphics with WebGL, Seventh Edition , is suitable for

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of engaging 3D material early in the course so students immediately begin to create their own graphics. Introduce Computer Graphics Programming with WebGL and JavaScript: WebGL is not only fully shader-based—each application must provide at least a vertex shader and a fragment shader—but also a version that works within the latest web browsers.

This primer provides an introduction to OpenGL version 1.2 that should prove useful to students on a graphics course that

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requires programming using OpenGL. In this book, Edward Angel presents the commands, provides examples and discusses common beginners' pitfalls when talking about: two-dimensional programs; interaction and animation; three-dimensional programs; transformations; lights and materials; bits and pixels; texture mapping; curves and surfaces; as well as some advanced features. It presents a non-mathematical treatment of OpenGL, with an approach that gets students using OpenGL quickly.

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This Value Pack consists of Interactive Computer Graphics: A Top Down Approach Using OpenGL: International Edition/OpenGL: A Primer, 1/e by Angel (ISBN: 9781408207659) and value-added components, Interactive Computer Graphics: A Top-Down Approach Using OpenGL: International Edition, by Angel (ISBN: 9780321549433), and OpenGL: A Primer, by Angel (ISBN: 9780321398116).

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