



Essentials of Interactive Computer Graphics: Concepts and Implementation

Kelvin Sung, Peter Shirley, Steven Baer

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This undergraduate-level computer graphics text provides the reader with conceptual and practical insights into how to approach building a majority of the interactive graphics applications they encounter daily. As each topic is introduced, students are guided in developing a software library that will support fast prototyping of moderately complex applications using a variety of APIs, including OpenGL and DirectX.

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