3D Computer Graphics: A Mathematical Introduction with OpenGL

Samuel R. Buss

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This introduction to 3D computer graphics emphasizes fundamentals and the mathematics underlying computer graphics, while also covering programming techniques using OpenGL, a platform-independent graphics programming environment. The minimal prerequisites make it suitable for self-study or for use as an advanced undergraduate or introductory graduate text as the author leads step-by-step from the basics of transformations to advanced topics such as animations and kinematics. Accompanying software, including source code for a ray tracing software package, is available freely from the book's web site.

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