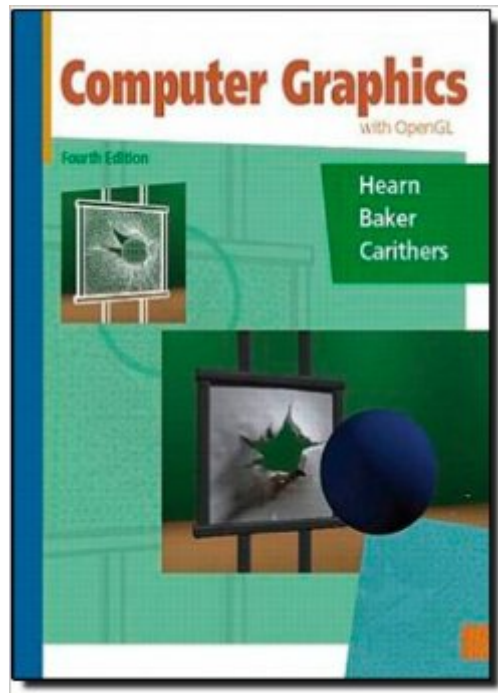


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Computer Graphics With Open GL (4th Edition)



Synopsis

Computer Graphics with OpenGL, 4/e is appropriate for junior-to graduate-level courses in computer graphics. Assuming no background in computer graphics, this junior-to graduate-level course presents basic principles for the design, use, and understanding of computer graphics systems and applications. The authors, authorities in their field, offer an integrated approach to two-dimensional and three-dimensional graphics topics. A comprehensive explanation of the popular OpenGL programming package, along with C++ programming examples illustrates applications of the various functions in the OpenGL basic library and the related GLU and GLUT packages.

Book Information

Hardcover: 888 pages

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Average Customer Review: 3.7 out of 5 stars [See all reviews](#) (7 customer reviews)

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Customer Reviews

*****Revision of my update: 1/9/2013 While I keep the 3 stars I have posted, I will like to add more details about the book. This is comparing this book with the previous version. A) The book is much better organized than before. B) The new chapters are not worth the purchase. C) It does have more exercises. D) It still uses GL_QUADS Really? Are you serious? Overall, I believe that the publisher and the authors rush this edition so it could be used in the class room. It is an expensive book. Another aspect that I heard from some people taking a CG course, is that they cannot buy an E-BOOK. While I prefer the "REAL" book, there are younger people preferring E-BOOKS. I think if the book, could be updated to reflect Programmable Pipeline (and not one chapter devoted to it as they have it now) and more up to date information, it will have more potential. Also, for the price they request, they could make the book in color. It only has a few pages in the back in color. The rest is

AMBER... Green and Black ...I have to say, that Interactive Computer Graphics is a good course text book and more up to date. The one book that I think is perfect for a modern introductory computer graphics course is Foundations of 3D Computer Graphics by Steven J. Gortler. This is the most beautiful book I have seen in the topic, except for the BIBLE (Foley) and maybe WATT. But for introductory course, go with Gortler! REMAINS 3 STARS*****I revised both books and check some entire chapters. The chapter are identical.

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