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

Description. Interactive Computer Graphics fourth edition presents introductory computer graphics concepts using a proven top-down, programming-oriented approach and careful integration of OpenGL to teach core concepts. The fourth edition has been revised to more closely follow the OpenGL pipeline architecture and includes a new chapter on programmable hardware topics (vertex shaders).

*ANGEL, Interactive Computer Graphics: A Top-Down Approach ...*

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.

*ANGEL & Shreiner, Interactive Computer Graphics: A Top ...*

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*Interactive Computer Graphics a Top Down Approach Using ...*

Interactive Computer Graphics: A Top Down Approach With Open Gl (Hardcover) Published July 16th 2002 by Addison Wesley Publishing Company. Hardcover, 719 pages. Author (s): Edward Angel. ISBN: 0201773430 (ISBN13: 9780201773439) Edition language: English.

*Editions of Interactive Computer Graphics: A Top-Down ...*

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