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The first edition of this book was truly excellent! The author went through the concepts of Computer Graphics with the implementations in OpenGL very nicely indeed at that time. This third edition is a real disappointment! Most of the book - the first 15 chapters - dealt with deprecated OpenGL code.

Computer Graphics - Columbia University

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3D Computer Graphics (3rd Edition) book by Alan H. Watt

This course is an introduction to computer graphics -- a field that is unique in its combination of science, art, and engineering. Its focus is the generation and manipulation of visual content, and it provides the fundamental technology to an ever-increasing variety of media, including special effects and animation, interactive computer games and simulation, and graphical user interfaces.

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Mathematics for and Computer Graphics

Artists and designers working in 3D will find this a valuable resource as they seek to better understand the potential of 3D graphics and to master this new and often demanding medium. "Three-Dimensional Computer Animation" is appropriate for classroom use and also as a guide and reference for working artists,

designers, and animators.

Principles of Three-Dimensional Computer Animation (Third ...

The third edition of this book continues to focus on the 3D aspects of computer graphics, and reflects the growing demand for real-time applications such as games and virtual reality. It also includes new material on Visualization in Scientific Computing and graphics standards such as PHIGS. It deals with the processes involved in converting a mathematical or geometric description of an object—a computer graphics model—into a visualization—a two-dimensional projection—that simulates ...

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Michael E. Mortenson does independent research and writes on topics in geometric and 3D modeling. He is a former research scientist with a major aerospace corporation, and the author of several successful textbooks, including Geometric Modeling, Third Edition, Mathematics for Computer Graphics Applications, 2e, Geometric Transformations for 3D Modeling, 2e, and 3D Modeling, Animation, and ...