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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 ...

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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.

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The third edition of Alan Watt's 3D Computer Graphics, a bible of computer graphics, includes a CD-ROM full of examples and updated information on graphics and rendering algorithms. The book discusses many of the techniques that have evolved in the seven years since the previous edition was published.

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