Computer Graphics

Apurva A. Desai
Computer Graphics, APURVA A. DESAI, PHI Learning Pvt. Ltd., 2008, 8120335244, 9788120335240, 364 pages. This text not only covers all topics required for a fundamental course in computer graphics but also emphasizes a programming-oriented approach to computer graphics. The book helps the students in understanding the basic principles for design of graphics and in developing skills in both two- and three-dimensional computer graphics systems. Written in an accessible style, the presentation of the text is methodical, systematic and gently paced, covering a range of essential and conceivable aspects of computer graphics, which will give students a solid background to generate applications for their future work. The book, divided into 11 chapters, begins with a general introduction to the subject and ends with explaining some of the exciting graphics techniques such as animation, morphing, digital image processing, fractals and ray tracing. Along the way, all the concepts up to two-dimensional graphics are explained through programs developed in C. This book is intended to be a course text for the B.Tech/M.Tech students of Computer Science and Engineering, the B.Tech students of Information Technology and the M.Sc. students pursuing courses in Computer Science, Information Science and Information Technology, as well as the students of BCA and MCA courses. Key Features: Fundamentals are discussed in detail to help the students understand all the needed theory and the principles of computer graphics. Extensive use of figures to convey even the simplest concepts. Chapter-end exercises include conceptual questions and programming problems.


Principles of interactive computer graphics, William M. Newman, Robert F. Sproull, 1979, Computers, 541 pages. Discusses display equipment, input and output devices, and three-dimensional computer graphics and outlines various graphics systems.

Computer Graphics, Sinha and Uday, Aug 7, 2008, Computer graphics, 496 pages. This book is written for the student who wishes to learn not only the concepts of computer graphics but also its meaningful implementation. It is a comprehensive text on ....


Introduction To Computer Graphics & Multimedia, 2E, Arup Chattpadhay Anirban Mukhopadhyay, Nov 1, 2009, , Second Edition Of The Book Is The Result Of A Fresh Study Of The Latest In The Technology And Syllabi Of Various Universities. Thus, It Intends To Make Students Up-To-Date In ....


SYSTEM SOFTWARE, SHANTANU CHATTOPADHYAY. Jan 13, 2007, Computers, 208 pages. Intended as a text for the undergraduate students of Computer Science and Master of Computer Applications (MCA), this comprehensive yet concise book introduces the reader to ....

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