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Computer graphics: principles and practice (2nd ed.) 1990. Abstract. No abstract available. Cited By. Su Y and Sun H (2019) Emotion-based color transfer of images using adjustable color combinations, Soft Computing - A Fusion of Foundations, Methodologies and Applications, 23:3, (1007-1020), Online publication date: 1-Feb-2019.

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The book Modelling Methods Principles and Practice using Blender 2.80 provides both a reference to the use of many of Blenders modelling tools and practical exercises demonstrating the use of the tools. The intention of the book is to take a new or intermediate user and give them a reference that explains what Blenders tools do.

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Edition by Foley, van Dam, Feiner, and

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on the outside edges of the pages. A

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near ...

Revised ed. of: Computer graphics / James

D. Foley ... [et al.]. -- 2nd ed. -- Reading,

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A guide to the concepts and applications  
of computer graphics covers such topics as  
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Helps readers to develop their own professional quality computer graphics. Hands-on examples developed in OpenGL illustrate key concepts.

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Containing 31 papers collected in five chapters, this book deals with different fields of application and the problems of modelling and organising data in structures, as well as the processing techniques of GIS data for queries to the system and the so-called Dynamic GIS. The authors cover data acquisition with low cost DGPS for road surveys, vehicle navigation systems, and robust statistical

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techniques applied to pre-processing, analysis and testing. They report on the testing and calibration of different scanners for GIS data acquisition as well as some original approaches to the automatic DTM generation for cartographic and close range applications. Finally, applications to the environmental monitoring and the use of different kinds of geodetic data in multipurpose regional GIS are shown.

Drawing on an impressive roster of experts in the field, Fundamentals of Computer Graphics, Fourth Edition offers an ideal resource for computer course curricula as well as a user-friendly personal or professional reference. Focusing on geometric intuition, the book gives the necessary information for understanding how images get onto the screen by using the complementary

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approaches of ray tracing and rasterization. It covers topics common to an introductory course, such as sampling theory, texture mapping, spatial data structure, and splines. It also includes a number of contributed chapters from authors known for their expertise and clear way of explaining concepts. Highlights of the Fourth Edition Include: Updated coverage of existing topics Major updates and improvements to several chapters, including texture mapping, graphics hardware, signal processing, and data structures A text now printed entirely in four-color to enhance illustrative figures of concepts The fourth edition of Fundamentals of Computer Graphics continues to provide an outstanding and comprehensive introduction to basic computer graphic technology and theory. It retains an informal and intuitive style while improving precision, consistency,

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and completeness of material, allowing aspiring and experienced graphics programmers to better understand and apply foundational principles to the development of efficient code in creating film, game, or web designs. Key Features Provides a thorough treatment of basic and advanced topics in current graphics algorithms Explains core principles intuitively, with numerous examples and pseudo-code Gives updated coverage of the graphics pipeline, signal processing, texture mapping, graphics hardware, reflection models, and curves and surfaces Uses color images to give more illustrative power to concepts

This textbook, first published in 2003, emphasises the fundamentals and the mathematics underlying computer graphics. The minimal prerequisites, a basic knowledge of calculus and vectors

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plus some programming experience in C or C++, make the book suitable for self study or for use as an advanced undergraduate or introductory graduate text. The author gives a thorough treatment of transformations and viewing, lighting and shading models, interpolation and averaging, Bézier curves and B-splines, ray tracing and radiosity, and intersection testing with rays. Additional topics, covered in less depth, include texture mapping and colour theory. The book covers some aspects of animation, including quaternions, orientation, and inverse kinematics, and includes source code for a Ray Tracing software package. The book is intended for use along with any OpenGL programming book, but the crucial features of OpenGL are briefly covered to help readers get up to speed. Accompanying software is available freely from the book's web site.

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Do you spend too much time creating the building blocks of your graphics applications or finding and correcting errors? *Geometric Tools for Computer Graphics* is an extensive, conveniently organized collection of proven solutions to fundamental problems that you'd rather not solve over and over again, including building primitives, distance calculation, approximation, containment, decomposition, intersection determination, separation, and more. If you have a mathematics degree, this book will save you time and trouble. If you don't, it will help you achieve things you may feel are out of your reach. Inside, each problem is clearly stated and diagrammed, and the fully detailed solutions are presented in easy-to-understand pseudocode. You also get the mathematics and geometry background needed to make optimal use of

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the solutions, as well as an abundance of reference material contained in a series of appendices. Features Filled with robust, thoroughly tested solutions that will save you time and help you avoid costly errors. Covers problems relevant for both 2D and 3D graphics programming. Presents each problem and solution in stand-alone form allowing you the option of reading only those entries that matter to you. Provides the math and geometry background you need to understand the solutions and put them to work. Clearly diagrams each problem and presents solutions in easy-to-understand pseudocode. Resources associated with the book are available at the companion Web site [www.mkp.com/gtcg](http://www.mkp.com/gtcg). \* Filled with robust, thoroughly tested solutions that will save you time and help you avoid costly errors. \* Covers problems relevant for both 2D and 3D graphics programming. \* Presents

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Provides the math and geometry background you need to understand the solutions and put them to work. \* Clearly diagrams each problem and presents solutions in easy-to-understand pseudocode. \* Resources associated with the book are available at the companion Web site [www.mkp.com/gtcg](http://www.mkp.com/gtcg).

This is a concise and informal introductory book on the mathematical concepts that underpin computer graphics. The author, John Vince, makes the concepts easy to understand, enabling non-experts to come to terms with computer animation work. The book complements the author's other works and is written in the same accessible and easy-to-read style. It is also a useful reference book for programmers

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working in the field of computer graphics, virtual reality, computer animation, as well as students on digital media courses, and even mathematics courses.

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