

Computer Graphics

Module Organiser: Dr. Stephen Laycock

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```
@book{Angel_Schreiner_Mukherjee_Bhattacharjee_2012, address={Boston, [Mass.]},  
edition={6th ed., International ed}, title={Interactive computer graphics: a top-down  
approach with shader-based OpenGL.}, publisher={Pearson}, author={Angel, Edward and  
Schreiner, Dave and Mukherjee, Soumen and Bhattacharjee, Arup Kumar}, year={2012} }
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```
@book{Foley_1996, address={Reading, Mass}, edition={2nd ed.}, title={Computer  
graphics: principles and practice}, volume={Addison-Wesley systems programming  
series}, publisher={Addison-Wesley}, author={Foley, James D.}, year={1996} }
```

```
@book{Hearn_Baker_Carithers_2011, address={Boston, [Mass.]}, edition={4th ed.,  
International ed}, title={Computer graphics with OpenGL}, publisher={Pearson},  
author={Hearn, Donald and Baker, M. Pauline and Carithers, Warren R.}, year={2011} }
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```
@book{Rogers_1998, address={Boston, Mass}, edition={2nd ed}, title={Procedural  
elements for computer graphics}, publisher={WCB/McGraw-Hill}, author={Rogers, David  
F.}, year={1998} }
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```
@book{Shreiner_2010, address={Upper Saddle River, NJ}, edition={7th ed},  
title={OpenGL programming guide: the official guide to learning OpenGL, versions 3.0 and  
3.1}, volume={OpenGL series}, publisher={Addison-Wesley}, author={Shreiner, Dave},  
year={2010} }
```