

Computer Graphics

Module Organiser: Dr. Stephen Laycock

View Online



Angel, E. et al. (2012) Interactive computer graphics: a top-down approach with shader-based OpenGL. 6th ed., International ed. Boston, [Mass.]: Pearson.

Foley, J.D. (1996) Computer graphics: principles and practice. 2nd ed. Reading, Mass: Addison-Wesley.

Hearn, D., Baker, M.P. and Carithers, W.R. (2011) Computer graphics with OpenGL. 4th ed., International ed. Boston, [Mass.]: Pearson.

Rogers, D.F. (1998) Procedural elements for computer graphics. 2nd ed. Boston, Mass: WCB/McGraw-Hill.

Shreiner, D. (2010) OpenGL programming guide: the official guide to learning OpenGL, versions 3.0 and 3.1. 7th ed. Upper Saddle River, NJ: Addison-Wesley.