Computer Graphics

Module Organiser: Dr. Stephen Laycock

[1]

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

[2]

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

[3]

J. D. Foley, Computer graphics: principles and practice, 2nd ed., vol. Addison-Wesley systems programming series. Reading, Mass: Addison-Wesley, 1996.

[4]

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

[5]

E. Angel, D. Schreiner, S. Mukherjee, and A. K. Bhattacharjee, Interactive computer graphics: a top-down approach with shader-based OpenGL., 6th ed., International ed. Boston, [Mass.]: Pearson, 2012.