

Computer Graphics

Module Organiser: Dr. Stephen Laycock

View Online



Angel, Edward et al. Interactive Computer Graphics: A Top-down Approach with Shader-Based OpenGL. 6th ed., International ed. Boston, [Mass.]: Pearson, 2012. Print.

Foley, James D. Computer Graphics: Principles and Practice. 2nd ed. Addison-Wesley systems programming series. Reading, Mass: Addison-Wesley, 1996. Print.

Hearn, Donald, M. Pauline Baker, and Warren R. Carithers. Computer Graphics with OpenGL. 4th ed., International ed. Boston, [Mass.]: Pearson, 2011. Print.

Rogers, David F. Procedural Elements for Computer Graphics. 2nd ed. Boston, Mass: WCB/McGraw-Hill, 1998. Print.

Shreiner, Dave. OpenGL Programming Guide: The Official Guide to Learning OpenGL, Versions 3.0 and 3.1. 7th ed. OpenGL series. Upper Saddle River, NJ: Addison-Wesley, 2010. Print.