Computer Graphics

Module Organiser: Dr. Stephen Laycock

1.

Hearn D, Baker MP, Carithers WR. Computer graphics with OpenGL. 4th ed., International ed. Boston, [Mass.]: Pearson; 2011.

2.

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

3.

Foley JD. Computer graphics: principles and practice. 2nd ed. Reading, Mass: Addison-Wesley; 1996.

4.

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

5.

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