

<<计算机图形学>>

图书基本信息

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内容概要

本书系统地介绍了交互式计算机图形学的基础知识和OpenGL图形接口，并通过大量的实例来帮助读者理解OpenGL提供的功能。

OpenGL作为一个性能优越的图形应用程序设计接口(API)，适用于广泛的计算机环境，它已成为目前的三维图形开发标准，是从事三维图形开发工作的技术人员所必须掌握的开发工具。

本书将算法与应用结合起来，不过分强调计算机图形学领域内的算法与技术细节，也不专注于图像生成应用，而是将图形学视为对图像内容中的几何、外观和表示等属性编程并将编程结果展示在图形输出与交互设备上生成合成图像的一种科学与艺术。

本书按照计算机图形学的传统顺序——投影处理、视图变换、建模、绘制、光照、明暗处理等来组织内容，并将这些要素都纳入场景图之中。

同时，还强调了图形处理流水线。

除了基本的图像处理技术，本书还介绍了如何利用计算机图形学来解决实际问题，以及如何更有效地将结果展示给观察者的方法。

作者简介

Steve Cunningham美国加州大学斯坦尼斯洛斯分校计算机系资深教授，长期从事计算机图形学教学和研究工作。

他对计算机图形学理论和OpenGL编程均有很深的造诣，曾经担任ACM SIGGRAPH学会的主席和Eurographics学会教育委员会的主任，多次组织计算机图形学和可视化教学研讨会

书籍目录

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