



Fundamentals of Computer Graphics

Peter Shirley, Michael Ashikhmin, Steve Marschner

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With contributions by Michael Ashikhmin, Michael Gleicher, Naty Hoffman, Garrett Johnson, Tamara Munzner, Erik Reinhard, Kelvin Sung, William B. Thompson, Peter Willemsen, Brian Wyvill.

The third edition of this widely adopted text gives students a comprehensive, fundamental introduction to computer graphics. The authors present the mathematical foundations of computer graphics with a focus on geometric intuition, allowing the programmer to understand and apply those foundations to the development of efficient code.

A new organization for the early chapters, which concentrates foundational material at the beginning to increase teaching flexibility.

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