



Computer Graphics and Geometric Modeling

David Salomon

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This is a book for those interested in understanding how graphics programs work and how present-day computer graphics can generate realistic-looking curves, surfaces, and solid objects. The book emphasizes the mathematics behind computer graphics and most of the required math is included in an appendix. The main topics covered are: -scan conversion methods; selecting the best pixels for generating lines, circles and other objects -geometric transformations and projections; translations, rotations, moving in 3d, perspective projections -curves and surfaces; construction, wire-frames, rendering, normals -other topics; CRTs, antialiasing, animation, color, perception, polygons, compression. With its numerous illustrative examples and exercises, the book makes a splendid text for a two-semester course in computer graphics for advanced undergraduates or graduate students. It also serves a fine reference for professionals in the computer graphics field.

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