3D Computer Graphics

Andrew S. Dr Glassner

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A completely updated and redesigned version of a popular text, this is a concise introduction to professional techniques for nonprogrammers and nonmathematicians. Its scope takes in the entire field of three-dimensional computer graphics, with an emphasis on modeling of shapes, specification of materials, and lighting design. For those with limited computer backgrounds who wish to use computer graphics in commercial and industrial design, advertising, and art, this book will provide a firm understanding of the principles and hardware used to create realistic, three-dimensional images, scenes, and animations. Subjects covered: Basic Concepts and Hardware, Geometry and Color, Computer Graphics Hardware, Surfaces and Materials, Lighting and Shading, Polygons and Polygonal Models, Textures, Fractals, Curved Surfaces, Basic Modeling, Principles of Rendering, Rendering Algorithms, Advanced Modeling, Computer-Assisted Animation, Production Techniques, Bibliography, and Index. (71/4 X 91/4, 232 pages, color photos, b&w photos, diagrams, graphs)

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