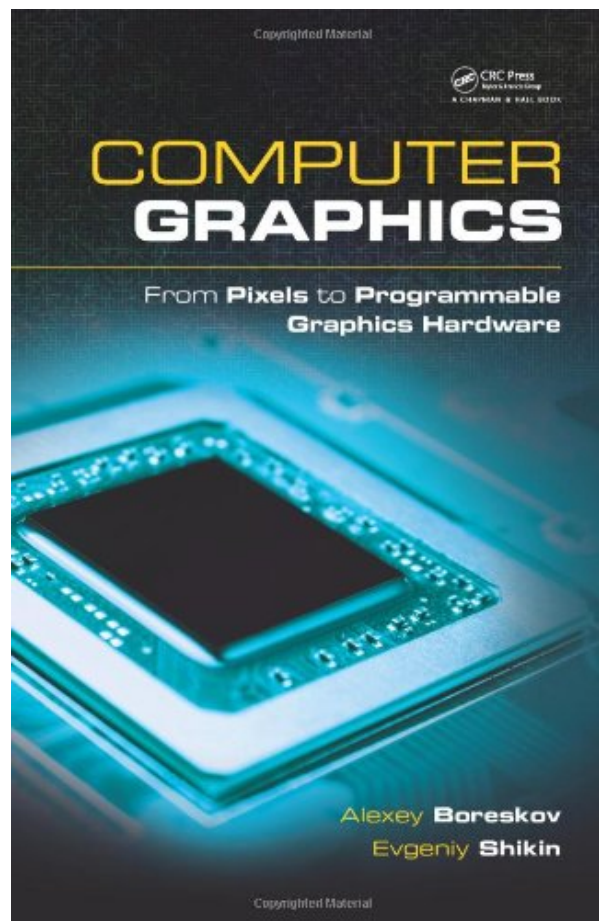



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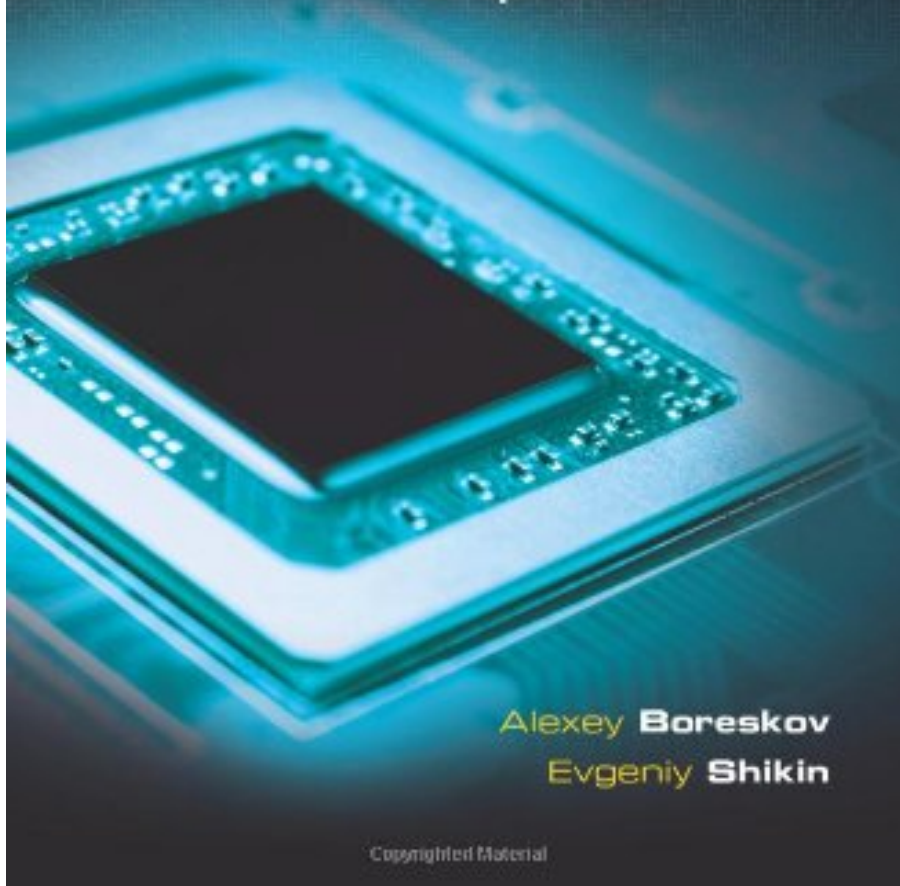


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## **Complete Coverage of the Current Practice of Computer Graphics**

Computer Graphics: From Pixels to Programmable Graphics Hardware explores all major areas of modern computer graphics, starting from basic mathematics and algorithms and concluding with OpenGL and real-time graphics. It gives students a firm foundation in today's high-performance graphics.

## **Up-to-Date Techniques, Algorithms, and API**

The book includes mathematical background on vectors and matrices as well as quaternions, splines, curves, and surfaces. It presents geometrical algorithms in 2D and 3D for spatial data structures using large data sets. Although the book is mainly based on OpenGL 3.3, it also covers tessellation in OpenGL 4.0, contains an overview of OpenGL ES 2.0, and discusses the new WebGL, which allows students to use OpenGL with shaders directly in their browser. In addition, the authors describe a variety of special effects, including procedural modeling and texturing, fractals, and non-photorealistic rendering. They also explain the fundamentals of the dominant language (OpenCL) and platform (CUDA) of GPGPUs.

## **Web Resource**

On the book's CRC Press web page, students can download many ready-to-use examples of C++ code demonstrating various effects. C++ wrappers for basic OpenGL entities, such as textures and programs, are also provided.

## **In-Depth Guidance on a Programmable Graphics Pipeline**

Requiring only basic knowledge of analytic geometry, linear algebra, and C++, this text guides students through the OpenGL pipeline. Using one consistent example, it leads them step by step from simple rendering to animation to lighting and bumpmapping.

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- 568 pages

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5 of 5 people found the following review helpful.

Could be much better

By I. Michael

I know one of the authors as real GPU guru, which published several books in the field in Russian. Therefore I had high expectation from the book. In reality it is quite disappointing in general. The book does give a nice overview of all sorts of techniques and algorithms in 3D graphics, but it lacks thorough explanation and deep dissecting of the subject. It feels like the authors wrote the book for themselves. Also there is no source code available for the book samples, which are incomplete. And if it exists I couldn't find it neither at the Publisher site nor in any other place. In short, having read pretty every 3D graphics book available I wouldn't recommend this one.

UPDATE:

I would like to correct the part about the source code. Seems like the company finally put out the code at the publisher site. (At the book's page)

0 of 1 people found the following review helpful.

Horrible as always.

By Olga Kharitonova

I never read this book but I will give it 1 star without any hesitation. Why?! Because I own 5 or 6 his books from 1996 to 2005 written in Russian. When I was a kid there were no computer graphics books in Russia written by another authors, so I had to purchase them all. Well, looking at them 15 years later I can conclude that they are super crappy. Now we see \$100 crap targeted at new generations. AVOID!

4 of 9 people found the following review helpful.

Good concepts, horrible explanation, misspellings

By Mr. Man

Disclaimer: I have not read this book in detail. I read the first couple of pages and couldn't stand it anymore.

So far, this book has the potential to be great, but it loses points in its unclear explanations. It even had difficulty explaining what a one-dimensional coordinate system entails.

Also, there are random misspellings and bad grammatical errors which make it difficult to read and comprehend. For example, it said, "In a 3D-space a coordinate system is formed by tree axes intersecting at one point" when it meant "three" axes. These kinds of mistakes are unacceptable.

This book is not worth your time.

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