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This book introduces the fundamentals of 2-D and 3-D computer graphics.

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3-D display technologies are described, including stereoscopic systems, immersive virtual reality, volumetric, varifocal, and others. Interaction is a vital aspect of modern computer graphics, and issues concerning interaction (including haptic feedback) are discussed. Included with the book are anaglyph, stereoscopic, and Pulfrich viewing glasses. Topics covered include: - essential mathematics, - vital 2-D and 3-D graphics techniques, - key features of the graphics, - pipeline, - display and interaction techniques, - important historical milestones. Designed to be a core teaching text at the undergraduate level, accessible to students with wide-ranging backgrounds, only an elementary grounding in mathematics is assumed as key maths is provided. Regular "Over to You" activities are included, and each chapter concludes with review and discussion questions.

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This textbook, first published in 2003, emphasises the fundamentals and the mathematics underlying computer graphics. The minimal prerequisites, a basic knowledge of calculus and vectors plus some programming experience in C or C++, make the book suitable for self study or for use as an advanced undergraduate or introductory graduate text. The author gives a thorough treatment of transformations and viewing, lighting and shading models, interpolation and averaging, Bézier curves and B-splines, ray tracing and radiosity, and intersection testing with rays. Additional topics, covered in less depth, include texture mapping and colour theory. The book covers some aspects of animation, including quaternions, orientation, and inverse kinematics, and includes source code for a Ray Tracing software package.

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The book is intended for use along with any OpenGL programming book, but the crucial features of OpenGL are briefly covered to help readers get up to speed. Accompanying software is available freely from the book's web site.

From contributors to animated films such as Toy Story and A Bug's Life, comes this text to help animators create the sophisticated computer-generated special effects seen in such features as Jurassic Park.

Computer Graphics: Theory and Practice provides a complete and integrated introduction to this area. The book only requires basic knowledge of calculus and linear algebra, making it an accessible introductory text for students. It focuses on conceptual aspects of computer graphics, covering fundamental mathematical

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theories and models and the inherent problems in implementing them. In so doing, the book introduces readers to the core challenges of the field and provides suggestions for further reading and studying on various topics. For each conceptual problem described, solution strategies are compared and presented in algorithmic form. This book, along with its companion Design and Implementation of 3D Graphics Systems, gives readers a full understanding of the principles and practices of implementing 3D graphics systems.

Possibly the most comprehensive overview of computer graphics as seen in the context of geometric modeling, this two-volume work covers implementation and theory in a thorough and systematic fashion. It covers the computer graphics part of the field of geometric modeling and

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First Steps includes all the standard computer graphics topics. The CD-ROM features two companion programs.

The purpose of this book is to present some of the critical security challenges in today's computing world and to discuss mechanisms for defending against those attacks by using classical and modern approaches of cryptography and other defence mechanisms. It contains eleven chapters which are divided into two parts. The chapters in Part 1 of the book mostly deal with theoretical and fundamental aspects of cryptography. The chapters in Part 2, on the other hand, discuss various applications of cryptographic protocols and techniques in designing computing and network security solutions. The book will be useful for researchers, engineers, graduate and doctoral students working in cryptography and security related areas. It

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will also be useful for faculty members of graduate schools and universities.

Since its very existence as a separate field within computer science, computer graphics had to make extensive use of non-trivial mathematics, for example, projective geometry, solid modelling, and approximation theory. This interplay of mathematics and computer science is exciting, but also makes it difficult for students and researchers to assimilate or maintain a view of the necessary mathematics. The possibilities offered by an interdisciplinary approach are still not fully utilized. This book gives a selection of contributions to a workshop held near Genoa, Italy, in October 1991, where a group of mathematicians and computer scientists gathered to explore ways of extending the cooperation between mathematics and computer graphics.

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