



# Fundamentals of Computer Graphics

*By Peter Shirley, Michael Ashikhmin, Steve Marschner*

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**Fundamentals of Computer Graphics** By Peter Shirley, Michael Ashikhmin, Steve Marschner

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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### Editorial Review

*Fundamentals of Computer Graphics* appears in its third updated edition to pack in discussions of the basics of computer graphics for college-level students and programmers. Four new chapters on implicit modeling, color, visualization and computer graphics in games have been added along with extensive revisions and updated new material, making this a 'must' for any college-level computer graphics library.

-- *The Midwest Book Review*, December 2009 About the Author

**Peter Shirley** is a principal research scientist at NVIDIA and an adjunct professor in the School of Computing at the University of Utah. He has held positions at Indiana University and the Program of Computer Graphics at Cornell University. **Steve Marschner** is an associate professor in the Computer Science Department and Program of Computer Graphics at Cornell University. **Users Review**  
**From reader reviews:**

Matthew Schwartz: Do you have favorite book? Should you have, what is your favorite's book? Book is very important thing for us to find out everything in the world. Each publication has different aim or perhaps goal; it means that e-book has different type. Some people truly feel enjoy to spend their a chance to read a book. They are reading whatever they acquire because their hobby will be reading a book. Why not the person who don't like looking at a book? Sometime, man feel need book once they found difficult problem or perhaps exercise. Well, probably you'll have this Fundamentals of Computer Graphics.

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