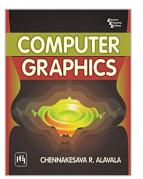
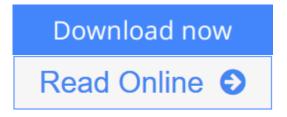
Computer Graphics



By Chennakesava R. Alavala



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This textbook presents the basic principles for the use and design of computer graphics systems, as well as illustrates algorithm implementations and graphics applications.

The book begins with an introduction to the subject and goes on to discuss various graphic techniques with the help of several examples and neatly drawn figures. It elaborates on methods for modelling and performing geometric transformations and methods for obtaining views in both two and three dimensions. With a programming-oriented approach, the book also describes all the processes used in computer graphics along with easy-to-read algorithms, which will enable students to develop their own software skills.

KEY FEATURES

• Provides necessary mathematics and fundamentals of C programming used for computer graphics.

• Demonstrates the implementation of graphics algorithms using programming examples developed in C.

• Gives a large number of worked-out examples to help students understand finer details of theory.

• Presents chapter-end-exercises including multiple choice questions, fill in the blanks, and true/false type questions with answers to quiz students on key learning points.

This book is primarily designed for the students of computer science and engineering, information technology, as well as students of MSc (computer science), BCA and MCA. It will be also useful to undergraduate students of mechanical, production, automobile, electronics and electrical and other engineering disciplines.

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