

Computer Graphics Principles And Practice In C 2nd Edition

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Computer Graphics: Principles and Practice is a textbook written by James D. Foley, Andries van Dam, Steven K. Feiner, John Hughes, Morgan McGuire, David F. Sklar, and Kurt Akeley and published by Addison-Wesley. First published in 1982 as Fundamentals of Interactive Computer Graphics, it is widely considered a classic standard reference book on the topic of computer graphics. It is sometimes known as the bible of computer graphics.

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Computer Graphics, reissued 2nd Ed.: Amazon.co.uk: Foley ...
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Robert Burke - Book - Blender 2.8 Modelling Methods
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