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Interactive Computer Graphics A Top-Down Approach with WebGL Edward Angel and Dave Shreiner Seventh Edition, Addison-Wesley 2015 Ed Angel Professor Emeritus of Computer Science University of New Mexico email: angel@cs.unm.edu Code. GitHub Code Repository. Dean Butcher's Unbuntu GitHub Code Repository. JPEG Figures. PPT Lectures. Solutions to ...

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The eighth edition of Interactive Computer Graphics was released in August, 2019, with Dave Shreiner as coauthor. Professor Angel was the Principal Investigator of the NSF funded Digital Pueblo Project which combined Arts and Technology to promote economic development among the communities in New Mexico through collaborative graphics and animation projects.

~~Angel Home Page - Department of Computer Science~~

Interactive computer graphics : a top-down approach with OpenGL. Responsibility. Edward Angel. Edition. 2nd ed. Imprint. Reading, Mass. : Addison-Wesley, c2000. Physical description. xlii, 613 p., [16] p. of plates : ill. (some col.) ; 25 cm.

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Library of Congress Cataloging-in-Publication Data Angel, Edward. Interactive computer graphics : a top-down approach with WebGL / Edward Angel, Dave Shreiner. - 7th edition. pages cm Includes bibliographical references and indexes. ISBN-13: 978-0-13-357484-5 (alkaline paper) ISBN-10: 0-13-357484-9 (alkaline paper) 1.

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Edward Angel is a professor of computer science, electrical and computer engineering, and media arts at the University of New Mexico. He holds a PhD from the University of Southern California and a BS in engineering from the California Institute of Technology.

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FIFTH EDITION"Interactive Computer Graphics: A Top-Down Approach Using OpenGL(R)"Edward Angel, "University of New Mexico" This book introduces students to the core concepts of computer graphics with full integration of OpenGL and an emphasis on application-based programming. using C and C++, the top-down, programming-oriented approach allows students to quickly begin creating their own 3D graphics.

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Mixed media product. By (author) Edward Angel. Share. Interactive Computer Graphics features a top-down, programming-oriented approach to computer graphics. Capitalizing upon this top-down and hands-on approach, the text quickly gets students writing interesting 3D graphics programs.

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