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Computer Graphics C Version 2 nd Edition (Donald Hearn and M. Pauline Baker, Prentice Hall, 1997) References: Interactive Computer Graphics with OpenGL 3 rd Edition (Edward Angel, Addison Wesley, 2002) Introduction to Computer Graphics (James D. Foley, Andries van Dam, Steven K. Feiner, and John F. Hughes, ...

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Donald Hearn, Pauline Baker, Computer Graphics - C Version, second edition, Pearson Education, 2004. F.S. Hill, Computer Graphics using OPENGL, Second edition, Pearson Education, 2003. James D. Foley, Andries Van Dam, Steven K. Feiner, John F. Hughes, Computer Graphics-Principles and practice, Second Edition in C, Pearson Education, 2007.

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As such, it is reminiscent of the Open GL Programming Guide by Mason Woo, Jackie Neider, Tom Davis, and Dave Shreiner. This would be a useful adjunct to a real computer graphics text book, such as the ones by Foley et al., Hearn & Baker, or Shirley but would not provide a suitable replacement for a real computer graphics textbook like that.

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