

<<计算机图形学>>

图书基本信息

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<<计算机图形学>>

内容概要

本书是一本内容丰富、取材新颖的计算机图形学著作，在前一版的基础上进行了全面扩充，增加了许多新的内容，覆盖了近年来计算机图形学的最新发展和成就。

全书层次分明、重点突出，并附有使用OpenGL编写的大量程序及各种效果图，是一本难得的优秀教材。

全书共分为24章及3个附录，全面系统地讲解了计算机图形学的基本概念和相关技术。

作者首先对计算机图形学进行综述；然后讲解二维图形的对象表示、算法及应用，三维图形的相关技术、建模和变换等；接着介绍光照模型、颜色模型和动画技术。

本书还新增了有关分层建模与动画的介绍，OpenGL的全面介绍；最后的附录给出了计算机图形学中用到的基本数学概念、图形文件格式及OpenGL的相关内容等。

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CGM: Computer-Graphics Metafile Format

TIFF: Tag Image-File Format

PNG: Portable Network-Graphics Format

XBM: X Window System Bitmap Format and XPM: X Window System Pixmap Format

Adobe Photoshop Format

MacPaint: Macintosh Paint Format

PICT: Picture Data Format

BMP: Bitmap Format

PCX: PC Paintbrush File Format

TGA: Truevision Graphics-Adapter Format

GIF: Graphics Interchange Format

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编辑推荐

美国Donald Heam、M. Pauline Baker、Warren R. Carithers编著的《计算机图形学(第4版英文版)》选题、翻译和编辑加工过程中,为提高教材质量,我们做了大量细致的工作,包括对所选教材进行全面论证;选择编辑时力求达到专业对口;对排版、印制质量进行严格把关。

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