



## **Computer Graphics: Principles and Practice**

James D. Foley, Steven K. Feiner, John F. Hughes, Andries Van Dam

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The long-awaited second edition of this book has been completely rewritten to provide the most comprehensive authoritative and up-to-date coverage of the field---making it the standard computer graphics reference work for the 1990s. The authors provide a unique combination of current concepts and practical applications. The important algorithms in 2D and 3D graphics are detailed for easy implementation.



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