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CHAPTER 1 GRAPHICS SYSTEMS AND MODELS 1. 1.1 Applications of Computer Graphics 2. 1.1.1 Display of Information 2. 1.1.2 Design 3. 1.1.3 Simulation and Animation 3. 1.1.4 User Interfaces 4. 1.2 A Graphics System 5. 1.2.1 Pixels and the Framebuffer 5. 1.2.2 The CPU and the GPU 6. 1.2.3 Output Devices 7. 1.2.4 Input Devices 9. 1.3 Images: Physical ...

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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 Ubuntu 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 ...

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Computer graphics is branch of computer science that deals with generating images with the aid of computers. Today, computer graphics is a core technology in digital photography, film, video games, cell phone and computer displays, and many specialized applications.

## **Computer graphics - Wikipedia**

The top-down approach taken in this book enables students of computer science and engineering to generate complex interactive applications by the end of their first course, and will give them a solid background for future work or study in computer graphics.

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