Practical Algorithms for 3D Computer Graphics

R. Stuart Ferguson

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This book introduces the key algorithms that lie at the heart of all computer graphics software packages in a way that they can readily be put to use. Where possible, the algorithms are accompanied by practical useful computer codes. The book begins with the fundamental coordinate geometry and other mathematical ideas that lie at the heart of nearly all of the algorithms. The author takes a step-by-step approach to the design of rendering algorithms from the fastest scanline Z-buffer procedure to the high-quality ray-traced approach. The book includes several chapters devoted to building real-time 3D viewing and animation programs for the Windows operating system using Visual C++.

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