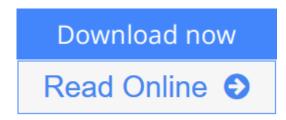


Computer Graphics: Principles and Practice in C

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



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In this book the authors explore multiple perspectives on the field of computer graphic: the user's, the application programmer's, the package implementor's, and hardware designer's.



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