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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 animation and graphics are now prevalent in everyday life from the computer screen, to the movie screen, to the smart phone screen. The growing excitement about WebGL applications and their ability to integrate HTML5, inspired the authors to exclusively use WebGL in the Seventh Edition of Interactive Computer Graphics with WebGL.

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### Interactive Computer Graphics, 6th Edition - PDF eBook ...

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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