



Design and Implementation of 3D Graphics Systems

By Jonas de Miranda Gomes, Luiz Velho, Mario Costa Sousa

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Design and Implementation of 3D Graphics Systems covers the computational aspects of geometric modeling and rendering 3D scenes. Special emphasis is given to the architectural aspects of interactive graphics, geometric modeling, rendering techniques, the graphics pipeline, and the architecture of 3D graphics systems. The text describes basic 3D computer graphics algorithms and their implementation in the C language. The material is complemented by library routines for constructing graphics systems, which are available for download from the book's website. This book, along with its companion *Computer Graphics: Theory and Practice*, gives readers a full understanding of the principles and practices of implementing 3D graphics systems.

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Editorial Review

About the Author

Luiz Velho is a researcher and professor at IMPA - Instituto de Matematica Pura e Aplicada of CNPq and the leading scientist of VISGRAF Laboratory. His experience in computer graphics spans the fields of modeling, rendering, imaging, and animation. He is the author of several books and has taught many courses on graphics-related topics.

Mario Costa Sousa is an Associate Professor at the Department of Computer Science, University of Calgary, Canada. Sousa holds the AITF/ Foundation CMG Industrial Research Chair in Scalable Reservoir Visualization and leads the Interactive Reservoir Modeling and Visualization (iRMV) Research Group. His research interests focus on scientific/engineering visualization, computer graphics, non-photorealistic rendering / illustrative visualization, sketch-based interfaces and modeling, multi-surface interaction, interactive simulations and real-time graphics. He is widely published and has taught many courses on graphics/visualization-related topics.

Jonas Gomes is a professor at the Instituto de Matematica Pura e Aplicada (IMPA) in Rio de Janeiro. Gomes is also the head of the Department for Computer Activities at IMPA. He has published several books and research articles in the area of computer graphics.

Users Review

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