



An Introduction to 3D Computer Graphics, Stereoscopic Image, and Animation in OpenGL and C/C++

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The development of computer graphics has made computers easier to interact with, to understand and to interpret different types of data. Developments in computer graphics have made profound impact on many types of media and have revolutionized the film, video game and publishing industries. This book discusses the fundamentals of computer graphics, including 3D transformations, projections, animations, colors, and creating stereoscopic images. It illustrates the concepts by presenting example programs written in C/C++ with OpenGL.

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