



From Pixels to Animation: An Introduction to Graphics Programming/Book and Disk

James Alan Farrell

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An introduction to graphics programming, as well as a reference for the experienced graphics programmer. This book covers the basics of graphics programming, from how a graphics monitor works, to how to draw realistic 3D images. The text explains the history and inner workings of graphics theories and monitors, and includes advanced topics and tools. A basic knowledge of C is assumed, but no prior graphics experience is necessary. Included is coverage of colour theory, especially the RGB, CMY, CIE and HSV models. The accompanying disk contains routines from the book and requires a 286 or higher IBM or compatible; a VGA monitor or better.

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