

Computer Graphics Principles And Practice Principles And Practices By James D Foley Andries Van Dam Steven K Feiner

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"Über den Autor und weitere Mitwirkende **John F. Hughes** is a Professor of Computer Science at Brown University. His primary research is in computer graphics, particularly those aspects of graphics involving substantial mathematics. **Andries van Dam** is the Thomas J. Watson, Jr. University Professor of Technology and Education, and Professor of Computer Science at Brown University. Andy's research includes work on computer graphics, hypermedia systems, post-WIMP user interfaces, including immersive virtual reality and pen- and touch-computing, and educational software. **Morgan McGuire** is an Associate Professor of Computer Science at Williams College. He's contributed as an industry consultant to products including the Marvel Ultimate Alliance and Titan Quest video game series, the E Ink display used in the Amazon Kindle, and NVIDIA GPUs. **David F. Sklar** is a visualization engineer at Vizify.com, working on algorithms for presenting animated infographics on computing devices across a wide range of form factors. **James D. Foley** is a professor and holds the Fleming Chair in the College of Computing at Georgia Institute of Technology. He has also held faculty positions at the University of North Carolina at Chapel Hill and The George Washington University, as well as management positions at Mitsubishi Electric Research. **Steven K. Feiner** is a Professor of Computer Science at Columbia University, where he directs the Computer Graphics and User Interfaces Lab and co-directs the Columbia Vision and Graphics Center. His research addresses 3D user interfaces, augmented reality, wearable computing, and many topics at the intersection of human-computer interaction and computer graphics. **Kurt Akeley** is Chief Technology Officer at Lytro, Inc. Kurt is a cofounder of Silicon Graphics (later SGI), where he led the development of a sequence of high-end graphics systems, including RealityEngine, and also led the design and standardization of the OpenGL graphics system."

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