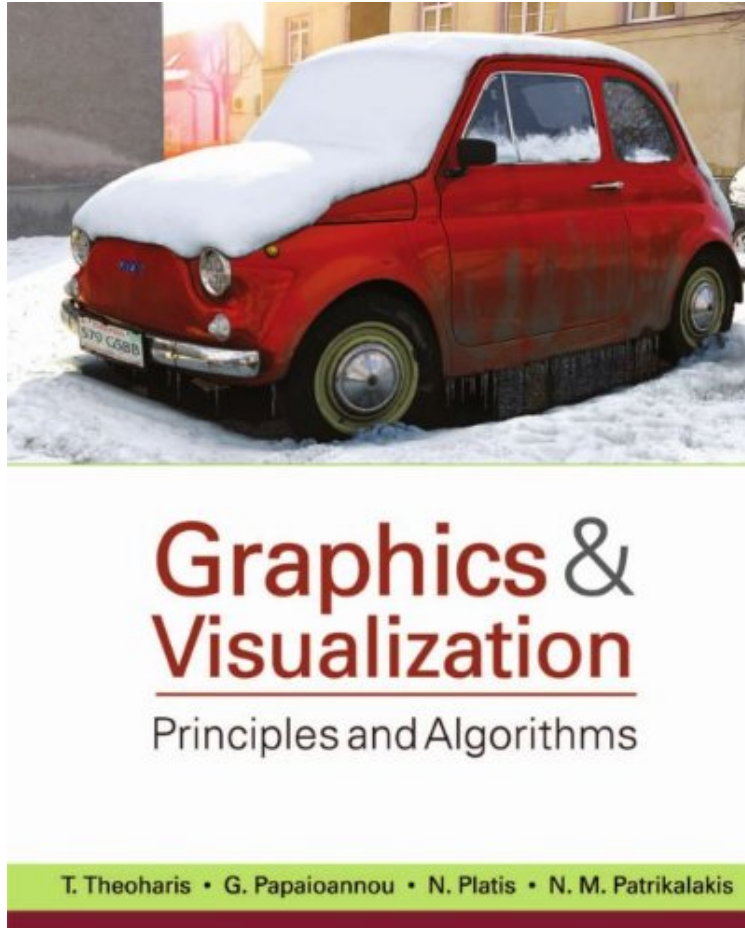


(Free pdf) Graphics and Visualization: Principles Algorithms

## Graphics and Visualization: Principles Algorithms

Von T. Theoharis, Georgios Papaioannou, Nikolaos Platis, Nicholas M. Patrikalakis  
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**Von T. Theoharis, Georgios Papaioannou, Nikolaos Platis, Nicholas M. Patrikalakis : Graphics and Visualization: Principles Algorithms** before purchasing it in order to gage whether or not it would be worth my time, and all praised Graphics and Visualization: Principles Algorithms:

KundenrezensionenHilfreichste Kundenrezensionen0 von 0 Kunden fanden die folgende Rezension hilfreich. Good introduction to the concepts behind computer graphicsVon DavidI bought this book as I wanted to learn about the concepts behind modern computer graphics and also to help understand the operation and configuration of modern PC graphics cards. I also wanted a book that avoids programming details - I want to understand computer graphics, not program them. The good news is that this book does a good job of explaining the underlying principles, but be aware of the following:1. In order to understand the concepts of computer graphics you need a lot of maths, e.g. matrices, B-spline curves, etc. I underestimated the amount of maths involved and skipped a fair amount of text. This is not a criticism of the book, just a statement that there's a lot of maths involved.2. I bought the Kindle edition, so the colour plates are missing, i.e. black and white only and poor quality on a Kindle. Also, some of the figures are small and

difficult to read on a Kindle. Even when magnified it is sometimes difficult to read the labels. There are also numerous formatting errors, e.g. incorrect line breaks and font changes (this applies to the Kindle version. I assume the printed version is OK). I've seen these problems on various Kindle books and wish the publishers would make more effort and check the layout. Again, this is not a criticism of the book but a criticism of the publisher and the conversion to Kindle format.<sup>3</sup> The descriptions within the book are generally clear but I would have liked a few more practical examples.<sup>4</sup> The book focuses on the underlying concepts, with no link to practical implementations on modern PC graphics cards. I would really like to see examples of configuration options on a typical high-end card and a description of how these relate to the underlying concepts. Unfortunately this is missing. To summarize: A good book for students wishing to learn about the underlying principles of computer graphics (but be aware of the maths involved). Depending on your requirements you may want to avoid the Kindle version and invest the extra money in the printed version instead.

**Kurzbeschreibung** This book is a comprehensive introduction to visual computing, dealing with the modeling and synthesis of visual data by means of computers. What sets this book apart from other computer graphics texts is the integrated coverage of computer graphics and visualization topics, including important techniques such as subdivision and multi-resolution modeling, scene graphs, shadow generation, ambient occlusion, and scalar and vector data visualization. Students and practitioners will benefit from the comprehensive coverage of the principles that are the basic tools of their trade, from fundamental computer graphics and classic visualization techniques to advanced topics. "Pressestimmen" computer and engineering collections strong in applied graphics and analysis of visual data via computer will find Graphics Visualization: Principles and Algorithms makes an excellent classroom text as well as supplemental reading. It integrates coverage of computer graphics and other visualization topics, from shadow generation and particle tracing to spatial subdivision and vector data visualization, and it provides a thorough review of literature from multiple experts, making for a comprehensive review essential to any advanced computer study." - California Bookwatch, November 2008 "The author's writing style is crisp, direct, and effective, and they start at an appropriate level of introduction for students new to computer graphics. The mathematical notation they use is efficient and consistent with that used in other undergraduate textbooks. There's a point at which additional examples unduly bloat a text, but the authors achieve an effective balance with the ones they've cho Computer and engineering collections strong in applied graphics and analysis of visual data via computer will find Graphics Visualization: Principles and Algorithms makes an excellent classroom text as well as supplemental reading. 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On the whole, the authors have produced an excellent text with good coverage of essential topics and advanced treatment in many areas. In courses not emphasizing animation, or with the addition of extra materials in this area, the book should provide a good option as a course textbook. For researchers and practitioners outside of computer graphics who are interested in the field (particularly in modeling and rendering), this book provides a fine introduction. Russell A. and Holly E. Rushmeier, Computing Now Book s, April 2009" Computer and engineering collections strong in applied graphics and analysis of visual data via computer will find Graphics Visualization: Principles and Algorithms makes an excellent classroom text as well as supplemental reading. It integrates coverage of computer graphics and other visualization topics, from shadow generation and particle tracing to spatial subdivision and vector data visualization, and it provides a thorough review of literature from multiple experts, making for a comprehensive review essential to any advanced computer study. California Bookwatch, November 2008 The author's writing style is crisp, direct, and effective, and they start at an appropriate level of introduction for students new to computer graphics. The mathematical notation they use is efficient and consistent with that used in other undergraduate textbooks. There's a point at which additional examples unduly bloat a text, but the authors achieve an effective balance with the ones they've chosen to include. This is the most apparent in the chapter on 2D and 3D coordinates systems and transformations, which also includes a good section of exercises for all topics. ... On the whole, the authors have produced an excellent text with good coverage of essential topics and advanced treatment in many areas. In courses not emphasizing animation, or with the addition of extra materials in this area, the book should provide a good option as a course textbook. For researchers and practitioners outside of computer graphics who are interested in the field (particularly in modeling and rendering), this book provides a fine introduction. Russell A. and Holly E. Rushmeier, Computing Now Book s, April 2009" **Kurzbeschreibung** This book is a comprehensive introduction to visual

computing, dealing with the modeling and synthesis of visual data by means of computers. What sets this book apart from other computer graphics texts is the integrated coverage of computer graphics and visualization topics, including important techniques such as subdivision and multi-resolution modeling, scene graphs, shadow generation, ambient occlusion, and scalar and vector data visualization. Students and practitioners will benefit from the comprehensive coverage of the principles that are the basic tools of their trade, from fundamental computer graphics and classic visualization techniques to advanced topics.