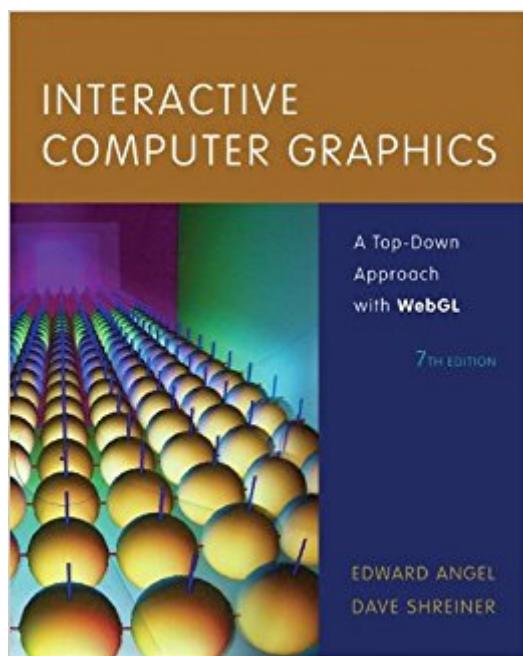The book was found

Interactive Computer Graphics: A Top-Down Approach With WebGL (7th Edition)

Synopsis

Interactive Computer Graphics with WebGL,   Seventh Edition   ,   is suitable for undergraduate students in computer science and engineering, for students in other disciplines who have good programming skills, and for professionals interested in computer animation and graphics using the latest version of WebGL.   Â¿ Computer animation and graphics are now prevalent in everyday life from the computer screen, to the movie screen, to the smart phone screen. The growing excitement about WebGL applications and their ability to integrate HTML5, inspired the authors to exclusively use WebGL in the Seventh Edition of Interactive Computer Graphics with WebGL. Thisis the only introduction to computer graphics text for undergraduates that fully integrates WebGL and emphasizes application-based programming. The top-down, programming-oriented approach allows for coverage of engaging 3D material early in the course so students immediately begin to create their own 3D graphics. Â¿Â¿   Teaching and Learning Experience This program will provide a better teaching and learning experienceâ "for you and your students. It will help: Engage Students Immediately with 3D Material: A top-down, programming-oriented approach allows for coverage of engaging 3D material early in the course so students immediately begin to create their own graphics.   Introduce Computer Graphics Programming with WebGL and JavaScript: WebGL is not only fully shader-basedâ "each application must provide at least a vertex shader and a fragment shaderâ "but also a version that works within the latest web browsers.

Book Information

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Customer Reviews

Edward Angel is a professor of computer science, electrical and computer engineering, and media arts at the University of New Mexico. He holds a PhD from the University of Southern California and a BS in engineering from the California Institute of Technology. He is also the director of Art, Research, Technology, and Science Laboratory (ARTS Lab) and the Arts Technology Center at the University of New Mexico. He is the author of Interactive Computer Graphics and OpenGL: A Primer . Dave Shreiner is a computer graphics specialist at ARM, Inc. He's been working with OpenGL since its inception at Silicon Graphics Computer Systems (SGI). During his 15-year tenure at SGI, he authored the first commercial OpenGL training course, co-authored the OpenGL programming guide and reference manuals, and engineered OpenGL drivers for a multitude of different systems. Dave's been working in the computer graphics industry for the past two decades, where he's authored applications for flight simulators, scientific visualization, production animation, and numerous other disciplines. Also passionate about educating programmers about OpenGL and computer graphics, he's presented lectures and short courses at conference world wide, including SIGGRAPH and the Games Developer Conference.

Bought it for a graphics course. But after reading more than 300 hundred pages and finishing doing some projects, I can conclude that this book is not a good choice for learning how to use webgl. It tries to explain what is behind the scene, but does not organize it in a clean and clear way. Even some of the online sources may be more of help. BTW, it is completely overpriced...

If it wasn't for him giving us code on his site to use, I'd give this a 4/5. However, this book is good to learn the information when you have the time to sit down and read it lol. Its not like the other webGL book I had that gets straight to coding. This book will go over terms and teach you them. The thing is when I was in class, I used the other book (WebGL Programming Guide: Interactive 3D Graphics Programming with WebGL) over this one to write my code because it was no BS get to the point coding and quick definitions . Then the professor would explain the code and concepts using ANGEL's books. It wasn't until the end of the class year that I realized ANGEL gave us the code to experiment with. After that this book started to actually make sense. I almost came here and put 1/5 WORTHLESS, but over the summer I had the chance to actually USE the book.

This book is more like a pdf file. It was very hard to read.

The code that the book comes with (on Edward Angel's homepage) is a bit buggy sometimes and

not well documented. He is definitely not the best programmer. But, the book is great at giving you a pretty decent understanding of WebGL and has plenty of pictures to gawk at when your mind wanders off.

The explanations aren't the best, and the code provided is often incorrect.

practical & good academic level for a senior undergraduate students

A terrible textbook. I was required to obtain this textbook for my Introduction to Computer Graphics at the University of Utah with Chuck Hansen.Check Hansen and the author of this textbook, Edward Angel are "friends" and thus offered a somewhat unique communication channel for our class.Specifically the issue has to do with lighting:> vec3 pos = -(modelViewMatrix * vPosition).xyz;> vec3 light = lightPosition.xyz;> L = normalize(light - pos);Here is Angel's official response to Hansen that was passed onto the class:>I just realized how the lighting code became such a mess. Fixed function OpenGL automatically applies the model view matrix to lighting >parameters like the light position so sometimes user code got a bit convoluted depending on what space you wanted to do the lighting >computation in. Then when we went to a fully shader based model, nothing was done automatically but we made the mistake of starting with our >old fixed-function code so something that should have gotten simpler became more convoluted.ANOTHER ERRORLater on in the semester a student sent this email to Hansen:>Do you guys think the code in chapter 9, page 458 is incomplete, because it looks like the leftlowerarm doesn't rotate with the leftupper arm?Hansen's response:>Indeed, you have found another error in the book.On top of all of these errors, the $130 price tag does not help.I'm very disappointed in this textbook and would not recommend buying it.

good

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