

The present book provides fundamentals of Computer Graphics and its applications. It helps the reader to understand: how computer hardware interacts with computer graphics; how it draws various objects, namely, line, circle, parabola, hyperbola, etc.; how realistic images are formed; how we see pictures move; and how different colors are generated from visible light. At every stage, detailed experiments with suitable figures are provided. More than 250 unsolved problems have been given at the end of chapters in the book. A large number of solved examples and programs in C are provided in the Appendices. New Features in this Edition: Coverage of illumination models and shading models. More discussion of algorithms. Addition of solved exercises at the end of chapters. Inclusion of computer graphics related mathematics. This book covers syllabi of BCA, BE/BTech (CSE/IT), MCA, as well as DOEACCB level courses

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