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Since then co-teaching courses in computer graphics at the University of Massachusetts and co-authoring Computer Graphics using OpenGL, 3rd Edition. Stephen Kelley recently graduated from the University of Massachusetts with a degree in Interactive Multimedia and Computer Graphics along with a minor in Information Technology. Stephen also runs ...

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The third edition of his book, the OpenGL Primer, was published in 2006. The eighth edition of Interactive Computer Graphics was released in August, 2019, with Dave Shreiner as coauthor.

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Computer Graphics with OpenGL, Third Edition, Donald Hearn and M. Pauline Baker, Prentice Hall, 2004 ISBN: 0-13-015390-7 ... 2nd Edition in C, Addison-Wesley, 1995, ISBN: 0201848406. OpenGL Programming Guide: The Official Guide to Learning

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OpenGL, Jackie Neider, Tom Davis, and Mason Woo, ... Computer Graphics (SIGGRAPH 92), 26, 2, 1992, 35-42.

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These notes are intended for an introductory course in computer graphics with a few features that are not found in most beginning courses: • The focus is on computer graphics programming with the OpenGL graphics API, and many of the algorithms and techniques that are used in computer graphics are covered only at the

Notes for a Computer Graphics Programming Course

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