

<<计算机图形学>>

图书基本信息

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<<计算机图形学>>

内容概要

本书是一本内容丰富、取材新颖的计算机图形学著作，在前一版的基础上进行了全面扩充，增加了许多新的内容，覆盖了近年来计算机图形学的最新发展和成就。

全书层次分明、重点突出，并附有使用OpenGL编写的大量程序及各种效果图，是一本难得的优秀教材。

全书共分为24章及3个附录，全面系统地讲解了计算机图形学的基本概念和相关技术。

作者首先对计算机图形学进行综述；然后讲解二维图形的对象表示、算法及应用，三维图形的相关技术、建模和变换等；接着介绍光照模型、颜色模型和动画技术。

本书还新增了有关分层建模与动画的介绍，OpenGL的全面介绍；最后的附录给出了计算机图形学中用到的基本数学概念、图形文件格式及OpenGL的相关内容等。

<<计算机图形学>>

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书籍目录

- 1 A Survey of Computer Graphics
 - 1-1 Graphs and Charts
 - 1-2 Computer-Aided Design
 - 1-3 Virtual-Reality Environments
 - 1-4 Data Visualizations
 - 1-5 Education and Training
 - 1-6 Computer Art
 - 1-7 Entertainment
 - 1-8 Image Processing
 - 1-9 Graphical User Interfaces
 - 1-10 Summary
- 2 Computer Graphics Hardware
 - 2-1 Video Display Devices
 - Refresh Cathode-Ray Tubes
 - Raster-Scan Displays
 - Random-Scan Displays
 - Color CRT Monitors
 - Flat-Panel Displays
 - Three-Dimensional Viewing Devices
 - Stereoscopic and Virtual-Reality Systems
 - 2-2 Raster-Scan Systems
 - Video Controller
 - Raster-Scan Display Processor
 - 2-3 Graphics Workstations and Viewing Systems
 - 2-4 Input Devices
 - Keyboards, Button Boxes, and Dials
 - Mouse Devices
 - Trackballs and Spaceballs
 - Joysticks
 - Data Gloves
 - Digitizers
 - Image Scanners
 - Touch Panels
 - Light Pens
 - Voice Systems
 - 2-5 Hard-Copy Devices
 - 2-6 Graphics Networks
 - 2-7 Graphics on the Internet
 - 2-8 Summary
- 3 Computer Graphics Software
 - 3-1 Coordinate Representations
 - 3-2 Graphics Functions
 - 3-3 Software Standards
 - 3-4 Other Graphics Packages
 - 3-5 Introduction to OpenGL

<<计算机图形学>>

Basic OpenGL Syntax
Related Libraries
Header Files
Display-Window Management Using GLUT
A Complete OpenGL Program
Error Handling in OpenGL
3-6 Summary
4 Graphics Output Primitives
4-1 Coordinate Reference Frames
Screen Coordinates
Absolute and Relative Coordinate Specifications
4-2 Specifying A Two-DimensionalWorld-
Coordinate Reference Frame in OpenGL
4-3 OpenGL Point Functions
4-4 OpenGL Line Functions
4-5 OpenGL Curve Functions
4-6 Fill-Area Primitives
4-7 Polygon Fill Areas
Polygon Classifications
Identifying Concave Polygons
Splitting Concave Polygons
Splitting a Convex Polygon into a Set of Triangles
Inside-Outside Tests
Polygon Tables
Plane Equations
Front and Back Polygon Faces
4-8 OpenGL Polygon Fill-Area Functions
4-9 OpenGL Vertex Arrays
4-10 Pixel-Array Primitives
4-11 OpenGL Pixel-Array Functions
OpenGL Bitmap Function
OpenGL Pixmap Function
OpenGL Raster Operations
4-12 Character Primitives
4-13 OpenGL Character Functions
4-14 Picture Partitioning
4-15 OpenGL Display Lists
Creating and Naming an OpenGL Display List
Executing OpenGL Display Lists
Deleting OpenGL Display Lists
4-16 OpenGL Display-Window Reshape Function
4-17 Summary
5 Attributes of Graphics
Primitives
5-1 OpenGL State Variables
5-2 Color and Grayscale
RGB Color Components

<<计算机图形学>>

Color Tables

Grayscale

Other Color Parameters

5-3 OpenGL Color Functions

The OpenGL RGB and RGBA Color Modes

OpenGL Color-Index Mode

OpenGL Color Blending

OpenGL Color Arrays

Other OpenGL Color Functions

5-4 Point Attributes

5-5 OpenGL Point-Attribute Functions

5-6 Line Attributes

Line Width

Line Style

Pen and Brush Options

5-7 OpenGL Line-Attribute Functions

OpenGL Line-Width Function

OpenGL Line-Style Function

Other OpenGL Line Effects

5-8 Curve Attributes

5-9 Fill-Area Attributes

Fill Styles

Color-Blended Fill Regions

5-10 OpenGL Fill-Area Attribute Functions

OpenGL Fill-Pattern Function

OpenGL Texture and Interpolation Patterns

OpenGL Wire-Frame Methods

OpenGL Front-Face Function

5-11 Character Attributes

5-12 OpenGL Character-Attribute Functions

5-13 OpenGL Antialiasing Functions

5-14 OpenGL Query Functions

5-15 OpenGL Attribute Groups

5-16 Summary

6 Implementation Algorithms for Graphics Primitives and Attributes

6-1 Line-Drawing Algorithms

Line Equations

DDA Algorithm

Bresenham ' s Line Algorithm

Displaying Polylines

6-2 Parallel Line Algorithms

6-3 Setting Frame-Buffer Values

6-4 Circle-Generating Algorithms

Properties of Circles

Midpoint Circle Algorithm

6-5 Ellipse-Generating Algorithms

<<计算机图形学>>

Properties of Ellipses
Midpoint Ellipse Algorithm
6-6 Other Curves
Conic Sections
Polynomials and Spline Curves
6-7 Parallel Curve Algorithms
6-8 Pixel Addressing and Object Geometry
Screen Grid Coordinates
Maintaining Geometric Properties of Displayed Objects
6-9 Attribute Implementations for Straight-Line Segments and
Curves
Line Width
Line Style
Pen and Brush Options
Curve Attributes
6-10 General Scan-Line Polygon-Fill Algorithm
6-11 Scan-Line Fill of Convex Polygons
6-12 Scan-Line Fill for Regions with Curved Boundaries
6-13 Fill Methods for Areas with Irregular Boundaries
Boundary-Fill Algorithm
Flood-Fill Algorithm
6-14 Implementation Methods for Fill Styles
Fill Styles
Color-Blended Fill Regions
6-15 Implementation Methods for Antialiasing
Supersampling Straight-Line Segments
Subpixel Weighting Masks
Area Sampling Straight-Line Segments
Filtering Techniques
Pixel Phasing
Compensating for Line-Intensity Differences
Antialiasing Area Boundaries
6-16 Summary
7 Two-Dimensional Geometric Transformations
7-1 Basic Two-Dimensional Geometric Transformations
Two-Dimensional Translation
Two-Dimensional Rotation
Two-Dimensional Scaling
7-2 Matrix Representations and
Homogeneous Coordinates
Homogeneous Coordinates
Two-Dimensional Translation Matrix
Two-Dimensional Rotation Matrix
Two-Dimensional Scaling Matrix
7-3 Inverse Transformations
7-4 Two-Dimensional Composite Transformations
Composite Two-Dimensional Translations

<<计算机图形学>>

Composite Two-Dimensional Rotations
Composite Two-Dimensional Scalings
General Two-Dimensional Pivot-Point Rotation
General Two-Dimensional Fixed-Point Scaling
General Two-Dimensional Scaling Directions
Matrix Concatenation Properties
General Two-Dimensional Composite Transformations and
Computational
Efficiency
Two-Dimensional Rigid-Body Transformation
Constructing Two-Dimensional Rotation Matrices
Two-Dimensional Composite-Matrix Programming Example
7-5 Other Two-Dimensional Transformations
Reflection
Shear
7-6 Raster Methods for Geometric Transformations
7-7 OpenGL Raster Transformations
7-8 Transformations between Two-Dimensional Coordinate
Systems
7-9 OpenGL Functions for Two-Dimensional Geometric
Transformations
Basic OpenGL Geometric Transformations
OpenGL Matrix Operations
7-10 OpenGL Geometric-Transformation Programming Examples
7-11 Summary
8 Two-Dimensional Viewing
8-1 The Two-Dimensional Viewing Pipeline
8-2 The ClippingWindow
Viewing-Coordinate Clipping Window
World-Coordinate Clipping Window
8-3 Normalization and Viewport Transformations
Mapping the Clipping Window into a Normalized Viewport
Mapping the Clipping Window into a Normalized Square
Display of Character Strings
Split-Screen Effects and Multiple Output Devices
8-4 OpenGL Two-Dimensional Viewing Functions
OpenGL Projection Mode
GLU Clipping-Window Function
OpenGL Viewport Function
Creating a GLUT Display Window
Setting the GLUT Display-Window Mode and Color
GLUT Display-Window Identifier
Deleting a GLUT Display Window
Current GLUT Display Window
Relocating and Resizing a GLUT Display Window
Managing Multiple GLUT Display Windows
GLUT Subwindows

<<计算机图形学>>

Selecting a Display-Window Screen-Cursor Shape
Viewing Graphics Objects in a GLUT Display Window
Executing the Application Program
Other GLUT Functions
OpenGL Two-Dimensional Viewing Program Example
8-5 Clipping Algorithms
8-6 Two-Dimensional Point Clipping
8-7 Two-Dimensional Line Clipping
Cohen-Sutherland Line Clipping
Liang-Barsky Line Clipping
Nicholl-Lee-Nicholl Line Clipping
Line Clipping Using Nonrectangular Polygon Clip Windows
Line Clipping Using Nonlinear Clipping-Window Boundaries
8-8 Polygon Fill-Area Clipping
Sutherland--Hodgman Polygon Clipping
Weiler-Atherton Polygon Clipping
Polygon Clipping Using Nonrectangular Polygon Clip Windows
Polygon Clipping Using Nonlinear Clipping-Window Boundaries
8-9 Curve Clipping
8-10 Text Clipping
8-11 Summary
9 Three-Dimensional Geometric Transformations
9-1 Three-Dimensional Translation
9-2 Three-Dimensional Rotation
Three-Dimensional Coordinate-Axis Rotations
General Three-Dimensional Rotations
Quaternion Methods for Three-Dimensional Rotations
9-3 Three-Dimensional Scaling
9-4 Composite Three-Dimensional Transformations
9-5 Other Three-Dimensional Transformations
Three-Dimensional Reflections
Three-Dimensional Shears
9-6 Transformations between Three-Dimensional Coordinate Systems
9-7 Affine Transformations
9-8 OpenGL Geometric-Transformation Functions
OpenGL Matrix Stacks
9-9 OpenGL Three-Dimensional Geometric-Transformation Programming Examples
9-10 Summary
10 Three-Dimensional Viewing
10-1 Overview of Three-Dimensional Viewing Concepts
Viewing a Three-Dimensional Scene
Projections
Depth Cueing
Identifying Visible Lines and Surfaces
Surface Rendering

<<计算机图形学>>

Exploded and Cutaway Views
Three-Dimensional and Stereoscopic Viewing
10-2 The Three-Dimensional Viewing Pipeline
10-3 Three-Dimensional Viewing-Coordinate Parameters
The View-Plane Normal Vector
The View-Up Vector
The uvn Viewing-Coordinate Reference Frame
Generating Three-Dimensional Viewing Effects
10-4 Transformation from World to Viewing Coordinates
10-5 Projection Transformations
10-6 Orthogonal Projections
Axonometric and Isometric Orthogonal Projections
Orthogonal Projection Coordinates
Clipping Window and Orthogonal-Projection View Volume
Normalization Transformation for an Orthogonal Projection
10-7 Oblique Parallel Projections
Oblique Parallel Projections in Drafting and Design
Cavalier and Cabinet Oblique Parallel Projections
Oblique Parallel-Projection Vector
Clipping Window and Oblique Parallel-Projection View Volume
Oblique Parallel-Projection Transformation Matrix
Normalization Transformation for an Oblique Parallel
Projection
10-8 Perspective Projections
Perspective-Projection Transformation Coordinates
Perspective-Projection Equations: Special Cases
Vanishing Points for Perspective Projections
Perspective-Projection View Volume
Perspective-Projection Transformation Matrix
Symmetric Perspective-Projection Frustum
Oblique Perspective-Projection Frustum
Normalized Perspective-Projection Transformation Coordinates
10-9 The Viewport Transformation and Three-Dimensional Screen
Coordinates
10-10 OpenGL Three-Dimensional Viewing Functions
OpenGL Viewing-Transformation Function
OpenGL Orthogonal-Projection Function
OpenGL Symmetric Perspective-Projection Function
OpenGL General Perspective-Projection Function
OpenGL Viewports and Display Windows
OpenGL Three-Dimensional Viewing Program Example
10-11 Three-Dimensional Clipping Algorithms
Clipping in Three-Dimensional Homogeneous Coordinates
Three-Dimensional Region Codes
Three-Dimensional Point and Line Clipping
Three-Dimensional Polygon Clipping
Three-Dimensional Curve Clipping

<<计算机图形学>>

Arbitrary Clipping Planes

10-12 OpenGL Optional Clipping Planes

10-13 Summary

11 Hierarchical Modeling

11-1 Basic Modeling Concepts

System Representations

Symbol Hierarchies

11-2 Modeling Packages

11-3 General Hierarchical Modeling Methods

Local Coordinates

Modeling Transformations

Creating Hierarchical Structures

11-4 Hierarchical Modeling Using OpenGL Display Lists

11-5 Summary

12 Computer Animation

12-1 Raster Methods for Computer Animation

Double Buffering

Generating Animations Using Raster Operations

12-2 Design of Animation Sequences

12-3 Traditional Animation Techniques

12-4 General Computer-Animation Functions

12-5 Computer-Animation Languages

12-6 Key-Frame Systems

Morphing

Simulating Accelerations

12-7 Motion Specifications

Direct Motion Specification

Goal-Directed Systems

Kinematics and Dynamics

12-8 Character Animation

Articulated Figure Animation

Motion Capture

12-9 Periodic Motions

12-10 OpenGL Animation Procedures

12-11 Summary

13 Three-Dimensional Object Representations

13-1 Polyhedra

13-2 OpenGL Polyhedron Functions

OpenGL Polygon Fill-Area Functions

GLUT Regular Polyhedron Functions

Example GLUT Polyhedron Program

13-3 Curved Surfaces

13-4 Quadric Surfaces

Sphere

Ellipsoid

Torus

13-5 Superquadrics

<<计算机图形学>>

Superellipse

Superellipsoid

13-6 OpenGL Quadric-Surface and Cubic-Surface Functions

GLUT Quadric-Surface Functions

GLUT Cubic-Surface Teapot Function

GLU Quadric-Surface Functions

Example Program Using GLUT and GLU Quadric-Surface Functions

13-7 Summary

14 Spline Representations

14-1 Interpolation and Approximation Splines

14-2 Parametric Continuity Conditions

14-3 Geometric Continuity Conditions

14-4 Spline Specifications

14-5 Spline Surfaces

14-6 Trimming Spline Surfaces

14-7 Cubic-Spline Interpolation Methods

Natural Cubic Splines

Hermite Interpolation

Cardinal Splines

Kochanek-Bartels Splines

14-8 Bézier Spline Curves

Bézier Curve Equations

Example Bézier Curve-Generating Program

Properties of Bézier Curves

Design Techniques Using Bézier Curves

Cubic Bézier Curves

14-9 Bézier Surfaces

14-10 B-Spline Curves

B-Spline Curve Equations

Uniform Periodic B-Spline Curves

Cubic Periodic B-Spline Curves

Open Uniform B-Spline Curves

Nonuniform B-Spline Curves

14-11 B-Spline Surfaces

14-12 Beta-Splines

Beta-Spline Continuity Conditions

Cubic Periodic Beta-Spline Matrix Representation

14-13 Rational Splines

14-14 Conversion Between Spline Representations

14-15 Displaying Spline Curves and Surfaces

Horner's Rule

Forward-Difference Calculations

Subdivision Methods

14-16 OpenGL Approximation-Spline Functions

OpenGL Bézier-Spline Curve Functions

OpenGL Bézier-Spline Surface Functions

GLU B-Spline Curve Functions

<<计算机图形学>>

GLU B-Spline Surface Functions
GLU Surface-Trimming Functions
14-17 Summary
15 Other Three-Dimensional Object Representations
15-1 Blobby Objects
15-2 Sweep Representations
15-3 Constructive Solid-Geometry Methods
15-4 Octrees
15-5 BSP Trees
15-6 Physically Based Modeling
15-7 Summary
16 Visible-Surface Detection Methods
16-1 Classification of Visible-Surface Detection Algorithms
16-2 Back-Face Detection
16-3 Depth-Buffer Method
16-4 A-Buffer Method
16-5 Scan-Line Method
16-6 Depth-Sorting Method
16-7 BSP-Tree Method
16-8 Area-Subdivision Method
16-9 Octree Methods
16-10 Ray-Casting Method
16-11 Comparison of Visibility-Detection Methods
16-12 Curved Surfaces
Curved-Surface Representations
Surface Contour Plots
16-13 Wire-Frame Visibility Methods
Wire-Frame Surface-Visibility Algorithms
Wire-Frame Depth-Cueing Algorithm
16-14 OpenGL Visibility-Detection Functions
OpenGL Polygon-Culling Functions
OpenGL Depth-Buffer Functions
OpenGL Wire-Frame Surface-Visibility Methods
OpenGL Depth-Cueing Function
16-15 Summary
17 Illumination Models and Surface-Rendering Methods
17-1 Light Sources
Point Light Sources
Infinitely Distant Light Sources
Radial Intensity Attenuation
Directional Light Sources and Spotlight Effects
Angular Intensity Attenuation
Extended Light Sources and the Warn Model
17-2 Surface Lighting Effects
17-3 Basic Illumination Models
Ambient Light
Diffuse Reflection

<<计算机图形学>>

Specular Reflection and the Phong Model
Combined Diffuse and Specular Reflections
Diffuse and Specular Reflections from Multiple Light Sources
Surface Light Emissions
Basic Illumination Model with Intensity Attenuation and Spotlights
RGB Color Considerations
Other Color Representations
Luminance
17-4 Transparent Surfaces
Translucent Materials
Light Refraction
Basic Transparency Model
17-5 Atmospheric Effects
17-6 Shadows
17-7 Camera Parameters
17-8 Displaying Light Intensities
Distributing System Intensity Levels
Gamma Correction and Video Lookup Tables
Displaying Continuous-Tone Images
17-9 Halftone Patterns and Dithering Techniques
Halftone Approximations
Dithering Techniques
17-10 Polygon Rendering Methods
Constant-Intensity Surface Rendering
Gouraud Surface Rendering
Phong Surface Rendering
Fast Phong Surface Rendering
17-11 OpenGL Illumination and Surface-Rendering Functions
OpenGL Point Light-Source Function
Specifying an OpenGL Light-Source Position and Type
Specifying OpenGL Light-Source Colors
Specifying Radial-Intensity Attenuation Coefficients for an OpenGL Light Source
OpenGL Directional Light Sources (Spotlights)
OpenGL Global Lighting Parameters
OpenGL Surface-Property Function
OpenGL Illumination Model
OpenGL Atmospheric Effects
OpenGL Transparency Functions
OpenGL Surface-Rendering Functions
OpenGL Halftoning Operations
17-12 Summary
18 Texturing and Surface-Detail Methods
18-1 Modeling Surface Detail with Polygons
18-2 Texture Mapping
Linear Texture Patterns

<<计算机图形学>>

Surface Texture Patterns
Volume Texture Patterns
Texture Reduction Patterns
Procedural Texturing Methods
18-3 Bump Mapping
18-4 Frame Mapping
18-5 OpenGL Texture Functions
OpenGL Line-Texture Functions
OpenGL Surface-Texture Functions
OpenGL Volume-Texture Functions
OpenGL Color Options for Texture Patterns
OpenGL Texture-Mapping Options
OpenGL Texture Wrapping
Copying OpenGL Texture Patterns from the Frame Buffer
OpenGL Texture-Coordinate Arrays
Naming OpenGL Texture Patterns
OpenGL Texture Subpatterns
OpenGL Texture Reduction Patterns
OpenGL Texture Borders
OpenGL Proxy Textures
Automatic Texturing of Quadric Surfaces
Homogeneous Texture Coordinates
Additional OpenGL Texture Options
18-6 Summary
19 Color Models and Color Applications
19-1 Properties of Light
The Electromagnetic Spectrum
Psychological Characteristics of Color
19-2 Color Models
Primary Colors
Intuitive Color Concepts
19-3 Standard Primaries and the Chromaticity Diagram
The XYZ Color Model
Normalized XYZ Values
The CIE Chromaticity Diagram
Color Gamuts
Complementary Colors
Dominant Wavelength
Purity
19-4 The RGB Color Model
19-5 The YIQ and Related Color Models
The YIQ Parameters
Transformations Between RGB and YIQ Color Spaces
The YUV and YCrCb Systems
19-6 The CMY and CMYK Color Models
The CMY Parameters
Transformations Between CMY and RGB Color Spaces

<<计算机图形学>>

19-7 The HSV Color Model

The HSV Parameters

Selecting Shades, Tints, and Tones

Transformations Between HSV and RGB Color Spaces

19-8 The HLS Color Model

19-9 Color Selection and Applications

19-10 Summary

20 Interactive Input Methods and Graphical User Interfaces

20-1 Graphical Input Data

20-2 Logical Classification of Input Devices

Locator Devices

Stroke Devices

String Devices

Valuator Devices

Choice Devices

Pick Devices

20-3 Input Functions for Graphical Data

Input Modes

Echo Feedback

Callback Functions

20-4 Interactive Picture-Construction Techniques

Basic Positioning Methods

Dragging

Constraints

Grids

Rubber-Band Methods

Gravity Field

Interactive Painting and Drawing Methods

20-5 Virtual-Reality Environments

20-6 OpenGL Interactive Input-Device Functions

GLUT Mouse Functions

GLUT Keyboard Functions

GLUT Tablet Functions

GLUT Spaceball Functions

GLUT Button-Box Function

GLUT Dials Function

OpenGL Picking Operations

20-7 OpenGL Menu Functions

Creating a GLUT Menu

Creating and Managing Multiple GLUT Menus

Creating GLUT Submenus

Modifying GLUT Menus

20-8 Designing a Graphical User Interface

The User Dialogue

Windows and Icons

Accommodating Multiple Skill Levels

Consistency

<<计算机图形学>>

Minimizing Memorization
Backup and Error Handling
Feedback
20-9 Summary
21 Global Illumination
21-1 Ray-Tracing Methods
Basic Ray-Tracing Algorithm
Ray – Surface Intersection Calculations
Ray – Sphere Intersections
Ray – Polyhedron Intersections
Reducing Object-Intersection Calculations
Space-Subdivision Methods
Simulating Camera Focusing Effects
Antialiased Ray Tracing
Distributed Ray Tracing
21-2 Radiosity Lighting Model
Radiant-Energy Terms
The Basic Radiosity Model
Progressive Refinement Radiosity Method
21-3 Environment Mapping
21-4 Photon Mapping
21-5 Summary
22 Programmable Shaders
22-1 A History of Shading Languages
Cook ' s Shade Trees
Perlin ' s Pixel Stream Editor
RenderMan
22-2 The OpenGL Pipeline
The Fixed-Function Pipeline
Changing the Pipeline Structure
Vertex Shaders
Fragment Shaders
Geometry Shaders
Tessellation Shaders
22-3 The OpenGL Shading Language
Shader Structure
Using Shaders in OpenGL
Basic Data Types
Vectors
Matrices
Structures and Arrays
Control Structures
GLSL Functions
Communicating with OpenGL
22-4 Shader Effects
A Phong Shader
Texture Mapping

<<计算机图形学>>

Bump Mapping
22-5 Summary
23 Algorithmic Modeling
23-1 Fractal-Geometry Methods
Fractal Generation Procedures
Classification of Fractals
Fractal Dimension
Geometric Construction of Deterministic Self-Similar Fractals
Geometric Construction of Statistically Self-Similar Fractals
Affine Fractal-Construction Methods
Random Midpoint-Displacement Methods
Controlling Terrain Topography
Self-Squaring Fractals
Self-Inverse Fractals
23-2 Particle Systems
23-3 Grammar-Based Modeling Methods
23-4 Summary
24 Visualization of Data Sets
24-1 Visual Representations for Scalar Fields
24-2 Visual Representations for Vector Fields
24-3 Visual Representations for Tensor Fields
24-4 Visual Representations for Multivariate Data Fields
24-5 Summary
A Mathematics for Computer Graphics
A-1 Coordinate Reference Frames
Two-Dimensional Cartesian Screen Coordinates
Standard Two-Dimensional Cartesian Reference Frames
Polar Coordinates in the xy Plane
Standard Three-Dimensional Cartesian Reference Frames
Three-Dimensional Cartesian Screen Coordinates
Three-Dimensional Curvilinear-Coordinate Systems
Solid Angle
A-2 Points and Vectors
Point Properties
Vector Properties
Vector Addition and Scalar Multiplication
Scalar Product of Two Vectors
Vector Product of Two Vectors
A-3 Tensors
A-4 Basis Vectors and the Metric Tensor
Determining Basis Vectors for a Coordinate Space
Orthonormal Basis
Metric Tensor
A-5 Matrices
Scalar Multiplication and Matrix Addition
Matrix Multiplication
Matrix Transpose

<<计算机图形学>>

Determinant of a Matrix
Matrix Inverse
A-6 Complex Numbers
Basic Complex Arithmetic
Imaginary Unit
Complex Conjugate and Modulus of a Complex Number
Complex Division
Polar-Coordinate Representation for a Complex Number
A-7 Quaternions
A-8 Nonparametric Representations
A-9 Parametric Representations
A-10 Rate-of-Change Operators
Gradient Operator
Directional Derivative
General Form of the Gradient Operator
Laplace Operator
Divergence Operator
Curl Operator
A-11 Rate-of-Change Integral Transformation Theorems
Stokes' s Theorem
Green' s Theorem for a Plane Surface
Divergence Theorem
Green' s Transformation Equations
A-12 Area and Centroid of a Polygon
Area of a Polygon
Centroid of a Polygon
A-13 Calculating Properties of Polyhedra
A-14 Numerical Methods
Solving Sets of Linear Equations
Finding Roots of Nonlinear Equations
Evaluating Integrals
Solving Ordinary Differential Equations
Solving Partial Differential Equations
Least-Squares Curve-Fitting Methods for Data Sets
B Graphics File Formats
B-1 Image-File Configurations
B-2 Color-Reduction Methods
Uniform Color Reduction
Popularity Color Reduction
Median-Cut Color Reduction
B-3 File-Compression Techniques
Run-Length Encoding
LZW Encoding
Other Pattern-Recognition Compression Methods
Huffman Encoding
Arithmetic Encoding
Discrete Cosine Transform

<<计算机图形学>>

B-4 Composition of the Major File Formats

JPEG: Joint Photographic Experts Group

CGM: Computer-Graphics Metafile Format

TIFF: Tag Image-File Format

PNG: Portable Network-Graphics Format

XBM: X Window System Bitmap Format and XPM: X Window System Pixmap Format

Adobe Photoshop Format

MacPaint: Macintosh Paint Format

PICT: Picture Data Format

BMP: Bitmap Format

PCX: PC Paintbrush File Format

TGA: Truevision Graphics-Adapter Format

GIF: Graphics Interchange Format

B-5 Summary

C The World of OpenGL

C-1 The Evolution of OpenGL

The Early Years: OpenGL 1.x

OpenGL Goes Tiny: OpenGL ES 1.x

Under New Management: OpenGL and Khronos Group

Programmable Everything: OpenGL 2.x

Tiny Programs: OpenGL ES 2.x

Geometry and Vertex Processing Evolution: OpenGL 3.x

This Generation: OpenGL 4.x

The OpenGL Extension Mechanism

Where Next?

C-2 OpenGL beyond C and C++

OpenGL for Java

Multithreading

Python and OpenGL

Conclusions and Directions

C-3 GPU Architecture, Past, Present, and Future

The Early Days

The Middle Ages

Modern GPUs

Parallelism

Getting the Most out of a Modern GPU

Balance the Workload

Always Move Forwards

Feed the Pipeline

Make Best Use of Your Resources

Bibliography

Index

OpenGL Function Index

Core Library Functions

GLSL Library Functions

GLU Library Functions

GLUT Library Functions

编辑推荐

美国Donald Heam、M. Pauline Baker、Warren R. Carithers编著的《计算机图形学(第4版英文版)》选题、翻译和编辑加工过程中,为提高教材质量,我们做了大量细致的工作,包括对所选教材进行全面论证;选择编辑时力求达到专业对口;对排版、印制质量进行严格把关。

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