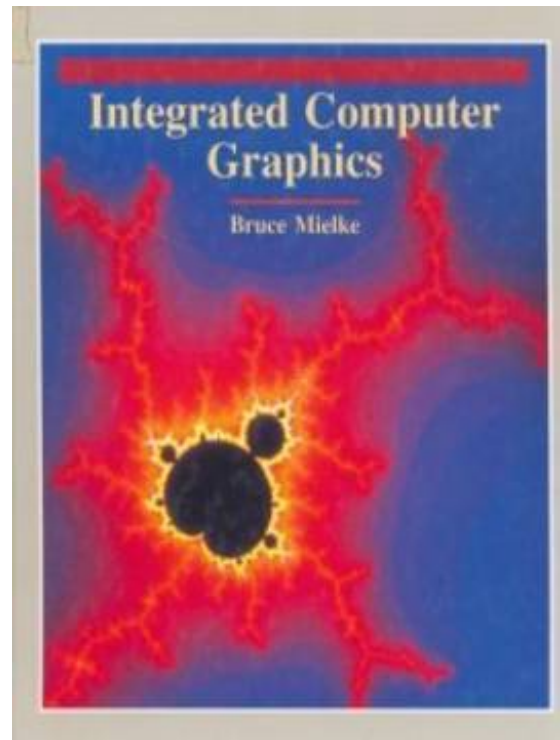




INTEGRATED COMPUTER GRAPHICS BRUCE MIELKE SUMMARY



Bruce Mielke has combined extensive teaching experience with thorough coverage of graphics programming techniques to produce this distinctive text. He leads students through the development of a simple graphics package and a paint/draw-type program, while providing detailed discussions of Bitmap graphics, spline curves and 3-D graphics, among other important topics. The book emphasizes the computer/human interface, while presenting the principles of software development for both PC and workstation environments.

Other elements that make this a valuable book for the growing, diverse audience interested in learning how to use computer graphics as tools of personal expression include:

- Full-color graphic images contributed by artists, scientists, mathematicians, graphic designers and others are found in Chapters 1, 2, 3, and 11.
- All programs are presented in standard Pascal.
- Frequent comparative references to GKS, GKS-3D, PHIGS, Turbo Pascal, and Macintosh Toolbox standard graphics packages..
- Extensive exercise sets and programming projects encourage students to apply the techniques presented.
- Directions at the beginning of the chapters survey computer graphics applications. .

For instructors there is a complete ancillary package available with an instructor's manual, transparency masters for major text figures, slides of full-color award-winning computer graphics art, and a disk with code examples from the book.

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Computer graphics is commonly seen as a computer science branch that deals with the computerized image fusion theory and technology. As simple as a triangle outline, a computer-generated image may represent a scene. The computer has become a powerful tool for producing images quickly and economically. When a computer is used to create images, the same process is followed as creating images manually. The process's primary computational steps give a boost to several important computer graphics areas.