

## Edward Angel Interactive Computer Graphics Solution Manual

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The eighth edition of Interactive Computer Graphics was released in August, 2019, with Dave Shreiner as coauthor. Professor Angel was the Principal Investigator of the NSF funded Digital Pueblo Project which combined Arts and Technology to promote economic development among the communities in New Mexico through collaborative graphics and animation projects.

[Angel Home Page - Department of Computer Science](#)

Interactive computer graphics : a top-down approach with OpenGL. Responsibility. Edward Angel. Edition. 2nd ed. Imprint. Reading, Mass. : Addison-Wesley, c2000. Physical description. xlii, 613 p., [16] p. of plates : ill. (some col.) ; 25 cm.

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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.

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Mixed media product. By (author) Edward Angel. Share. Interactive Computer Graphics features a top-down, programming-oriented approach to computer graphics. Capitalizing upon this top-down and hands-on approach, the text quickly gets students writing interesting 3D graphics programs.