

## REFERENCE

### Books:

- Edward Angel's Interactive computer Graphics Pearson, A Top-Down Approach, 5<sup>th</sup> Edition, Addison-Wesley, 2008.
- F.S. Hill Computer Graphics Using OpenGL, Pearson Education, 2001.
- OpenGL Super Bible! By Richard S. Wright, Jr. and Michel Sweet.
- OpenGL Programming Guide (Addison-Wesley Publishing Company). The Official Guide to learning OpenGL, Version 1.1 -2<sup>nd</sup> edition.