

# Reading List for CS 3451

Textbook:

**Fundamentals of Computer Graphics**, by Peter Shirley and Steve Marschner

Either the 2<sup>nd</sup>, 3<sup>rd</sup> or 4<sup>th</sup> edition of the above book is fine for this class.

	2 <sup>nd</sup> Edition	3 <sup>rd</sup> Edition	4 <sup>th</sup> Edition
Pixels	3.0-3.2	3.2	3.2
LCD's	(none)	3.0-3.1.1	3.1.1
Matrices	5.2.1	5.2	5.2
Transformations	6.0-6.2.0 (not 6.2.1), 6.3-6.5	6.0-6.1.5, 6.2 (not 6.2.1), 6.3-6.5	6.0-6.1.5, 6.2.0, 6.3-6.5
View&Project	Ch. 7	Ch. 7	Ch. 7
3D Rotation	6.2.1	6.2.1	6.2.1
Lines	3.5-3.5.1	8.1.1	8.1.1
Hidden Surfaces	Ch. 8	8.2-8.2.3	8.2-8.2.3
Radiometry	Ch. 19	Ch. 20	Ch. 18
Color	Ch. 20	Ch. 21	Ch. 19
Shading	9.0-9.2.2	10.0-10.2.2	10.0-10.2.2
Ray Tracing	Ch. 10	Ch. 4 & 13	Ch. 4 & 13
Curves	15.1-15.3.5, 15.6.1	15.0-15.3.5, 15.6-15.6.1	15.0-15.3.5, 15.6-15.6.1

Sections numbered such as 6.0 refer to the front matter of a chapter prior to the first numbered sub-sections.