**BIBLIOGRAPHY**

**BOOKS:**

* Edward Angel, “Interactive Computer Graphics”,5th edition, Pearson Education,2005
* Jackie L. Neider, Mark Warhol, Tom R. Davies, ”OpenGL Red Book”, 2nd Revised Edition,2005
* Donald D Hearn and M. Pauline Baker, “Computer Graphics with OpenGL”, 3rd edition.

**WEBSITES:**

* <http://www.opengl.org>
* <http://www.wikipedia.com>
* <http://basic4gl.wikispaces.com>
* http://openglprojects.in