

READING LIST 2007/2008

F24BE2/F29GA2 Graphics and Animation

Nick Taylor & Ruth Aylett

Angel, E.

“Interactive Computer Graphics”, 3rd edition

Addison Wesley, 2003

- ** Comprehensive up to date coverage of the field using OpenGL. Comes with a CD of examples.

Foley, J.D., van Dam, A., Feiner, S.K., Hughes, J.F.

“Computer Graphics”, 2nd edition

Addison Wesley, 1990

The computer graphics bible. Huge (1175 pages!) and not cheap.

Foley, J.D., van Dam, A., Feiner, S.K., Hughes, J.F., Phillips, R.L.

“Introduction to Computer Graphics”

Addison-Wesley, 1994

- * An abridged version of Foley et al. (1990). More than adequate for most purposes and cheaper than the afore-mentioned tome.

Pocock, L., Rosebush, J.

“The Computer Animator’s Technical Handbook”

Morgan Kaufmann, 2002

- * Covers the technical issues needed by directors and animators. What we might regard as the “non-technical” side of the animation business. An important eye-opener.

Rowe, G.W.

“Computer Graphics with Java”

Palgrave, 2001

- *** An uninspiring but affordable introduction to Java 3D.

Sowizral, Rushforth & Deering

“The Java 3D API Specification”

Addison-Wesley, 1998

ISBN 0-201-32576-4

- * The official Java 3D API specification. Doesn’t cover the com.sun.j3d.utils.* packages.