Computer Graphics, Multimedia and Animation

By Malay K. Pakhira

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This book, now in its second edition, will help students build sound concepts which underlie the three distinct but related topics of Computer Graphics, Multimedia and Animation. These topics are of utmost importance because of their enormous applications in the fields of graphical user interfaces, multimedia and animation software development.

The treatment of the text is methodical and systematic, and it covers the basic principles for the use, design and implementation of computer graphics systems with a perfect balance in the presentation of theoretical and practical aspects. The second edition introduces the basics of fractal geometry and includes a companion CD containing a number of C programs to demonstrate the implementation of different algorithms of computer graphics.

Some of the outstanding features of the book are:
• Algorithmic Presentation: Almost all the processes, generally used in computer graphics, are described along with easy-to-read algorithms. These help students master basic concepts and develop their own software skills.
• Clear Illustrations: Descriptions of different devices and processes are illustrated with more than 250 neatly drawn figures.
• Solved Problems: Numerous solved problems and chapter-end exercises help students grasp finer details of theory.
• Advanced Topics: Chapter 6 includes schematics and algorithms to develop a display file based graphical system. Chapter 16 includes organizations of different types of commonly used graphic and image files.

This text is primarily designed to meet the curriculum needs of courses in Computer Graphics and Multimedia for students pursuing studies in Computer Science and Engineering, Information Technology and Computer Applications.

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