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Computer Graphics with OpenGL, 3rd Edition Donald D. Hearn, University of Illinois at Urbana-Champaign M. Pauline Baker, Indiana University-Purdue University Indianapolis

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Introduction to Computer Graphics is a free, on-line textbook covering the fundamentals of computer graphics and computer graphics programming. This book is meant for use as a textbook in a one-semester course that would typically be taken by undergraduate computer science majors in their third or fourth year of college.

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