Course Reader for
CSE 457 - Computer Graphics
Autumn 2007
Instructor: Zoran Popović

Topic: **Image Processing**

Book/Journal Title:	Machine Vision
Article/Chapter:	Chapters 4 and 5
Author:	Ramesh Jain, Rangachar Kasturi, and Brian G. Schunck
Page#s (from - to):	115 – 127, 132 – 136, 143 – 161
Publisher:	McGraw-Hill Inc.
Copyright year:	1995
ISBN/ISSN:	0-07-032018-7

Book/Journal Title:	Computer Graphics Proceedings of SIGGRAPH 90
Article/Chapter:	Paint by Numbers: Abstract Image Representations
Author:	Paul E. Haeberli
Page#s (from - to):	207 – 214
Volume/Edition:	24 (4)
ISBN/ISSN:	0-201-50933-4

Topic: **Color**

Book/Journal Title:	Computer Graphics
Article/Chapter:	Chapter 13
Author:	James D. Foley, Andries van Dam, Steven K. Feiner, John F. Hughes
Page#s (from - to):	574 – 603
Publisher:	Addison-Wesley
Copyright year:	1996
Volume/Edition:	second edition
ISBN/ISSN:	0-201-84840-6

Topic: **Display Devices**

Book/Journal Title:	Computer Graphics C Version
Article/Chapter:	Chapter 2
Author:	Donald Hearn and M.Pauline Baker
Page#s (from - to):	36 – 48
Publisher:	Prentice Hall, Inc.
Copyright year:	1997
Volume/Edition:	second edition
ISBN/ISSN:	0-13-530924-7

Book/Journal Title:	Computer Graphics C Version
Article/Chapter:	Chapter 4
Author:	Donald Hearn and M.Pauline Baker
Page#s (from - to):	154 – 157
Publisher:	Prentice Hall, Inc.
Copyright year:	1997
Volume/Edition:	2nd edition
ISBN/ISSN:	0-13-530924-7

Topic:	**Affine Transformations**

Book/Journal Title:	Computer Graphics
Article/Chapter:	Chapter 5
Author:	James D. Foley, Andries van Dam, Steven K. Feiner, John F. Hughes
Page#s (from - to):	201 – 227
Publisher:	Addison-Wesley
Copyright year:	1996
Volume/Edition:	second edition
ISBN/ISSN:	0-201-84840-6

Topic:	**Hierarchical Modeling**

Book/Journal Title:	Interactive Computer Graphics, A Top-Down Approach
Article/Chapter:	Chapter 8
Author:	Edward Angel
Page#s (from - to):	334 – 357
Publisher:	Addison Wesley Longman, Inc.
Copyright year:	2000
Volume/Edition:	second edition
ISBN/ISSN:	0-201-38597-X

Topic:	**Projections**

Book/Journal Title:	Interactive Computer Graphics, A Top-Down Approach
Article/Chapters:	Chapters 1 and 5
Author:	Edward Angel
Page#s (from - to):	19 – 31, 194 – 217
Publisher:	Addison Wesley Longman, Inc.
Copyright year:	2000
Volume/Edition:	second edition
ISBN/ISSN:	0-201-38597-X

Topic:	**Hidden Surface Algorithms**

Book/Journal Title:	Computer Graphics
Article/Chapter:	Chapter 15
Author:	James D. Foley, Andries van Dam, Steven K. Feiner, John F. Hughes
Page#s (from - to):	649 – 651, 668 – 686
Publisher:	Addison-Wesley
Copyright year:	1996
Volume/Edition:	second edition
ISBN/ISSN:	0-201-84840-6

Topic:	**Shading**

Book/Journal Title:	Computer Graphics
Article/Chapter:	Chapter 16
Author:	James D. Foley, Andries van Dam, Steven K. Feiner, John F. Hughes
Page#s (from - to):	722 – 741
Publisher:	Addison-Wesley
Copyright year:	1996
Volume/Edition:	second edition
ISBN/ISSN:	0-201-84840-6

Book/Journal Title:	Communications of the ACM
Article/Chapter:	An Improved Illumination Model for Shaded Display
Author:	T. Whitted
Page#s (from – to):	343 – 349
Publisher:	The Association for Computing Machinery
Copyright year:	1980
Volume/Edition:	23 (6)

Topic:	**Ray Tracing**

Book/Journal Title:	Computer Graphics
Article/Chapter:	Chapters 15 and 16
Author:	James D. Foley, Andries van Dam, Steven K. Feiner, John F. Hughes
Page#s (from - to):	701 – 715, 776 – 793
Publisher:	Addison-Wesley
Copyright year:	1996
Volume/Edition:	second edition
ISBN/ISSN:	0-201-84840-6

Book/Journal Title:	Graphics Gems I
Article/Chapter:	Properties of Surface-Normal Transformations
Author:	Ken Turkowski
Page#s (from - to):	539 – 547
Publisher:	Academic Press
Copyright year:	1990

Topic:	**Texture Mapping**

Book/Journal Title:	Interactive Computer Graphics, A Top-Down Approach
Article/Chapter:	Chapter 9
Author:	Edward Angel
Page#s (from - to):	373 – 386
Publisher:	Addison Wesley Longman, Inc.
Copyright year:	2000
Volume/Edition:	second edition
ISBN/ISSN:	0-201-38597-X

Book/Journal Title:	IEEE Computer Graphics and Applications
Article/Chapter:	Survey of texture mapping
Author:	Paul S. Heckbert
Page#s (from - to):	56 – 67
Publisher:	IEEE
Copyright year:	1986
Volume/Edition:	6 (11)

Topic:	**Parametric Curves and Surfaces**

Book/Journal Title:	Computer Graphics
Article/Chapter:	Chapter 11
Author:	James D. Foley, Andries van Dam, Steven K. Feiner, John F. Hughes
Page#s (from - to):	478 – 516, 517 – 528
Publisher:	Addison-Wesley
Copyright year:	1996
Volume/Edition:	second edition
ISBN/ISSN:	0-201-84840-6

Book/Journal Title:	An Introduction to Splines for Use in Computer Graphics and Geometric Modeling
Author:	Richard Bartels, John Beatty, and Brian Barsky
Page#s (from - to):	9 – 17
Publisher:	Morgan Kaufmann Publishers, Palo Alto, CA
Copyright year:	1987

Topic:	**Subdivision Surfaces**

Book/Journal Title:	Wavelets for Computer Graphics: Theory and Applications
Article/Chapter:	Chapters 6, 10, and Appendix A
Author:	Eric J. Stollnitz, Tony D. DeRose, David H. Salesin
Page#s (from - to):	61 – 72, 141 – 149, 203 – 208
Publisher:	Morgan Kaufmann Publishers, Inc.
Copyright year:	1996
ISBN/ISSN:	1-55860-375-1

Topic: **Particle Systems**

Book/Journal Title: SIGGRAPH 1999 (course notes on Physically Based Modeling)
Article/Chapter: Differential Equation Basics
Author: Andrew Witkin and David Baraff
Page#s (from - to):   B1 - B8
Publisher: http://cdserver.icemt.iastate.edu/cd/s99cn2/courses/36/course36.pdf
Copyright year: 1999

Book/Journal Title: SIGGRAPH 1999 (course notes on Physically Based Modeling)
Article/Chapter: Particle System Dynamics
Author: Andrew Witkin
Page#s (from - to):   C1 - C12
Publisher: http://cdserver.icemt.iastate.edu/cd/s99cn2/courses/36/course36.pdf
Copyright year: 1999

Book/Journal Title: SIGGRAPH 1999 (course notes on Physically Based Modeling)
Article/Chapter: Physically Based Modeling
Author: David Baraff
Page#s (from - to):   D1 - D5
Publisher: http://cdserver.icemt.iastate.edu/cd/s99cn2/courses/36/course36.pdf
Copyright year: 1999

Topic: **Character Animation**

Book/Journal Title: Proceedings of SIGGRAPH (Computer Graphics)
Article/Chapter: Principles of traditional animation applied to 3D computer animation
Author: John Lasseter
Page#s (from - to):   35 – 44
Publisher: The Association for Computing Machinery
Copyright year: 1987
ISBN/ISSN: 0-89791-227-6

Article/Chapter: Quaternions
Author: Ken Shoemake
Publisher: University of Pennsylvania

Article/Chapter: Inverse Kinematics and Geometric Constraints for Articulated Figure
                       Manipulation
Author: Chris Welman
Publisher: Simon Fraser University
Copyright year: 1993

Topic:	**Realistic Character Animation**

Book/Journal Title: Proceedings of SIGGRAPH (Computer Graphics)
Article/Chapter: Animating Human Athletics
Author: Jessica K. Hodgins, Wayne L. Wooten, David C. Brogan, James F. O'Brien
Publisher: The Association for Computing Machinery
Copyright year: 1995