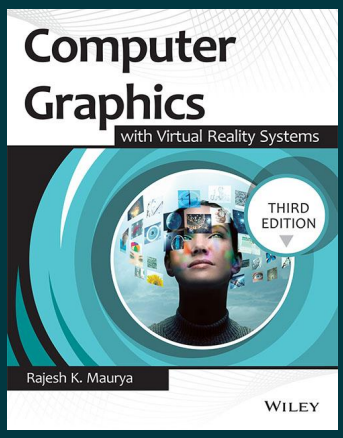
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Computer Graphics with Virtual Reality System, 3ed

By Rajesh K. Maurya

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Description

Computer Graphics with Virtual Reality Systems is a comprehensive book for students of computer science, engineering and information technology. The book is a must-have for students, professionals and practitioners interested in understanding object design and visualization, transformation, modeling and animation of real world. Besides, the book is also useful for students of diploma courses and vocational courses at open universities, distance education universities in graphics and animation. Scholars and practitioners, studying computer graphics, image analysis and multimedia courses, can also find the book very helpful.

About the Author

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Rajesh K. Maurya is assistant professor, Department of Information Technology, Usha Pravin Gandhi College of Management, Mumbai. He has rich experience in teaching the subject at various colleges affiliated to the University of Mumbai. His areas of active research include Image Processing

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