



# Computer Graphics And Virtual Environments: From Realism to Real-Time

*Mel Slater, Anthony Steed, Yiorgos Chrysanthou*

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This book provides a clear tutorial guide to essential concepts in computer graphics, including state-of-the-art techniques and novel applications such as virtual reality and other forms of 3D interaction. Providing a rich source of examples with which to experiment, and encouraging the development of programming skills, this book is ideal for anyone interested in the study of computer graphics.

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