

## COURSE LITERATURE

# Real-time graphics and computational geometry 7.5 credits D7045E

**Realtidsgrafik och geometriska algoritmer**

**Course literature admitted: Autumn 2023 Sp 1 - Present**

DECISION DATE  
**2019-02-15**

David J. Eck, Introduction to Computer Graphics. Latest version. Freely available at <https://math.hws.edu/graphicsbook/>.

Angle and Shreiner. Interactive computer graphics: A top-down approach. Boston, MA: Pearson. Edition 6 (C++) or edition 7-8 (WebGL/javascript).

de Berg, Cheong, van Kreveld och Overmars. Computational Geometry - Algorithms and Applications, 3rd edition, Springer (2008).

Reference: Akenine-Möller, Haines och Hoffman. Real-Time Rendering, 4th edition, CRC Press (2018).

## Examiner

Håkan Jonsson