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~~[Interactive Computer Graphics A Top-Down Approach with WebGL](#)~~ Edward Angel and Dave Shreiner Seventh Edition, Addison-Wesley 2015 Ed Angel Professor Emeritus of Computer Science University of New Mexico email: angel@cs.unm.edu Code. GitHub Code Repository. Dean Butcher's Ubuntu GitHub Code Repository. JPEG Figures. PPT Lectures. Solutions to ...

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~~[Interactive Computer Graphics](#)~~ The eighth edition of Interactive Computer Graphics was released in August, 2019, with Dave Shreiner as coauthor. Professor Angel was the Principal Investigator of the NSF funded Digital Pueblo Project which combined Arts and Technology to promote economic development among the communities in New Mexico through collaborative graphics and animation projects.

~~[Angel Home Page - Department of Computer Science](#)~~

~~[Interactive computer graphics : a top-down approach with OpenGL. Responsibility.](#)~~ Edward Angel. Edition. 2nd ed. Imprint. Reading, Mass. : Addison-Wesley, c2000. Physical description. xlii, 613 p., [16] p. of plates : ill. (some col.) ; 25 cm.

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~~[Library of Congress Cataloging-in-Publication Data](#)~~Angel, Edward. Interactive computer graphics : a top-down approach with WebGL / Edward Angel,Dave Shreiner. | 7th edition.pages cmIncludes bibliographical references and indexes. ISBN-13: 978-0-13-357484-5 (alkaline paper)|ISBN-10: 0-13-357484-9 (alkaline paper)1.

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~~[Edward Angel](#)~~ is a professor of computer science, electrical and computer engineering, and media arts at the University of New Mexico. He holds a PhD from the University of Southern California and a BS in engineering from the California Institute of Technology.

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~~[Interactive Computer Graphics: A Top Down Approach With Open Gl \(Hardcover\)](#)~~ Published July 16th 2002 by Addison Wesley Publishing Company. Hardcover, 719 pages. Author (s): Edward Angel. ISBN: 0201773430 (ISBN13: 9780201773439) Edition language: English.

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~~[Mixed media product.](#)~~ By (author) Edward Angel. Share. Interactive Computer Graphics features a top-down, programming-oriented approach to computer graphics. Capitalizing upon this top-down and hands-on approach, the text quickly gets students writing interesting 3D graphics programs.