



BASICS OF

COMPUTER GRAPHICS

Nidhi Desai

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PREFACE

I am pleased to introduce "**Basics of Computer Graphics**" authored by Nidhi Desai. This book offers a clear and comprehensive exploration of the fascinating field of Computer Graphics. Nidhi Desai's expertise and accessible writing style make this book an ideal resource for readers of all levels. Whether you are new to Computer Graphics or seeking to deepen your understanding, this book provides a solid foundation. With practical examples and insights, Nidhi Desai guides us through the fundamental concepts and applications of Computer Graphics. I highly recommend this book as a valuable reference for anyone interested in the exciting world of the Computer Graphics.

Abbreviations

Visual Effects (VFX)
Computer-Aided Design (CAD)
Virtual Reality (VR)
Augmented Reality (AR)
JPEG (Joint Photographic Experts Group):
PNG (Portable Network Graphics)
SVG (Scalable Vector Graphics)
PDF (Portable Document Format)
Color Management Systems (CMS)
HTTP (Hypertext Transfer Protocol)
FTP (File Transfer Protocol)
OpenGL (Open Graphics Library)
Cathode Ray Tube (CRT)
Liquid Crystal Display (LCD)
Organic Light Emitting Diode (OLED)
Light Emitting Diode (LED)
Digital Light Processing (DLP)
Liquid Crystal on Silicon (LCOS)
Electronic Paper (E-paper)
Direct View Storage Tube (DVST):
random-access memory (RAM)
DDA (Digital Differential Analyzer)
Fast Approximate Antialiasing (FXAA)
Subpixel Morphological Antialiasing (SMAA)
Temporal Antialiasing (TAA)

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About the Author



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