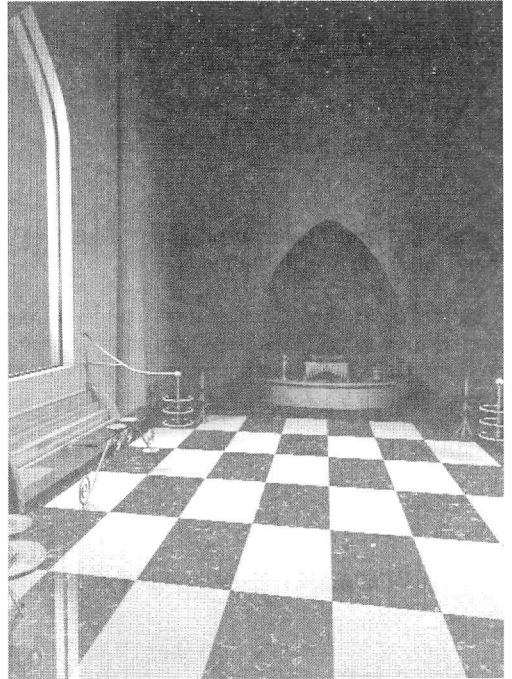


SECOND EDITION

Interactive Computer Graphics

A TOP-DOWN APPROACH

WITH OpenGL™



Edward Angel

 **ADDISON-WESLEY**

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