Stereo Computer Graphics and Other True 3D Technologies (Princeton Series in Computer Science)

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Interactive computer-generated 3D imaging is an extremely important and rapidly developing area of computer graphics, with applications to virtual reality, visualization, entertainment, and Computer Aided Graphic Design (CAGD). And now that new low-cost hardware has made full-color 3D imaging possible, amateurs can produce computer-generated stereo scenes on personal computers and home TVs. For the reader with an introductory knowledge of computer graphics, this overview of the techniques and applications of 3D graphics provides the background necessary for producing stereo applications for workstations and personal computers. Based on a popular course given at SIGGRAPH and SPIE/IS&T, the book will be of interest to a wide audience of nonspecialists in graphics and user interfaces, while at the same time, the new material that it contains will make it a useful reference for 3D specialists.

In addition to David McAllister, the contributors to this volume are Philip Bos, Jessie Eichenlaub, Lou Harrison, Larry F. Hodges, Edwin R. Jones, Lenny Lipton, Shaun Love, A. Porter McLaurin, Lawrence D. Sher, Richard Steenblik, Homer B. Tilton, R. Don Williams, and Yei-Yu Yeh.

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