



# Digital Media: A Problem-solving Approach for Computer Graphics

By Rimon Elias

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Focusing on the computer graphics required to create digital media this book discusses the concepts and provides hundreds of solved examples and unsolved problems for practice. Pseudo codes are included where appropriate but these coding examples do not rely on specific languages. The aim is to get readers to understand the ideas and how concepts and algorithms work, through practicing numeric examples.

Topics covered include:

2D Graphics

3D Solid Modelling

Mapping Techniques

Transformations in 2D and 3D Space

Illuminations, Lighting and Shading

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## Digital Media: A Problem-solving Approach for Computer Graphics By Rimon Elias Bibliography

- Sales Rank: #3362759 in eBooks
- Published on: 2014-03-27
- Released on: 2014-03-27
- Format: Kindle eBook

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## About the Author

Rimon Elias received his M.C.S. and Ph.D. degrees both in Computer Science from the University of Ottawa, Canada in 1999 and 2004 respectively. He is interested in different image-related and digital media fields. He has published several encyclopedia, journal and conference papers in addition to one book and book chapters. Dr. Elias is an Associate Professor in Digital Media Engineering and Technology at the German University in Cairo, Egypt. He is a senior member of IEEE and listed in Who's Who in the World.

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