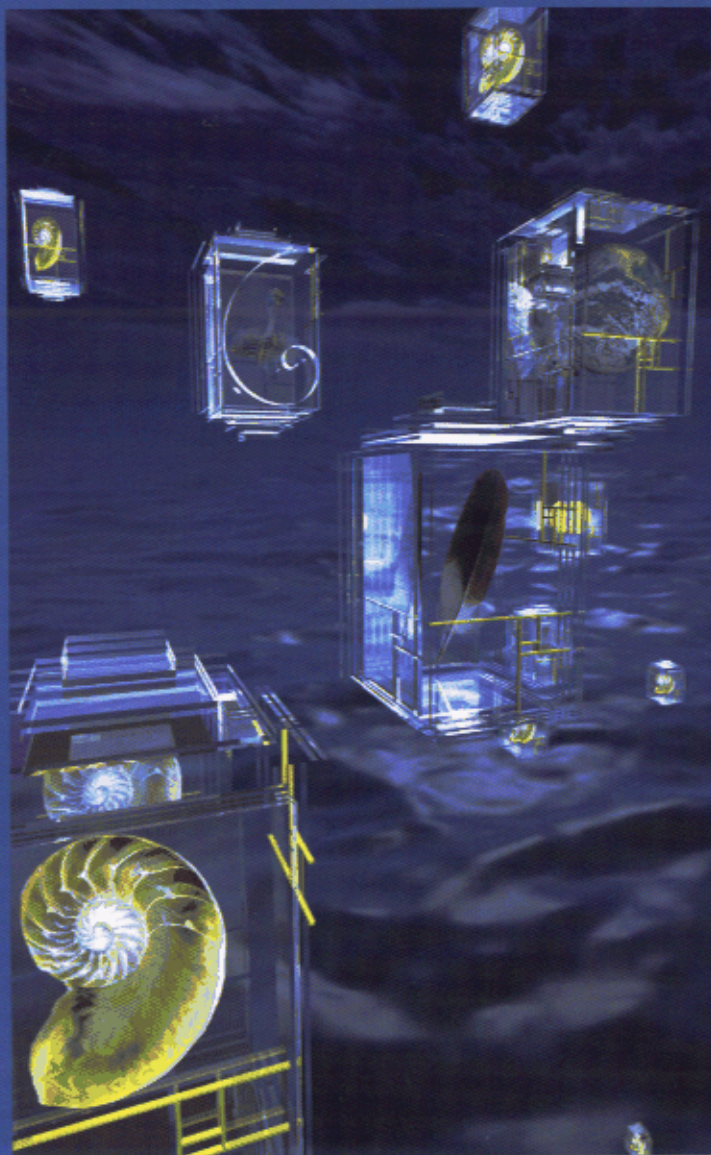


INTERNATIONAL EDITION



Fourth Edition

Interactive Computer Graphics

A
Top-Down
Approach
Using
OpenGL®

EDWARD ANGEL

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