Lecture #1:　　　　Tuesday, 4 January 2005
Topics:　　　　　　Selected Additional References

References

The following books are some additional useful references.

1. Les Piegl and Wayne Tiller. *The NURBS Book.* Springer-Verlag, 1995.

2. Joseph Hoschek and Dieter Lasser. *Fundamentals of Computer-Aided Geometric Design.* A. K. Peters, 1993.

3. Wolfgang Böhm and Hartmut Prautzsch. *Geometric Concepts for Geometric Design.* A. K. Peters, 1994.

4. Gerald Farin. *NURB Curves and Surfaces.* A. K. Peters, 1995.

5. Gerald Farin. *Curves and Surfaces for CAGD.* 5-th edition, Academic Press, 2002.

6. David Hestenes. *New Foundations for Classical Mechanics.* D. Reidel Publishing Company, 1986.

7. Maso Woo, Jackie Neider, and Tom Davis. *OpenGL Programming Guide.* Addison-Wesley, 1997.

8. Richard Wright, Jr., and Michael Sweet. *OpenGL SuperBible.* Waite Group Press, 1996.

9. Joe Warren and Henrik Weimer. *Subdvision Methods for Geometric Design.* Morgan-Kaufmann, 2002.

 If there is enough interest, the books can be put on reserve in the Math/CS library.