

Lecture #1: Tuesday, 26 September 2006
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. *Subdivision Methods for Geometric Design*. Morgan-Kaufmann, 2002.

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