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The eighth edition of Interactive Computer Graphics was released in August, 2019, with Dave Shreiner as coauthor. Professor Angel was the Principal Investigator of the NSF funded Digital Pueblo Project which combined Arts and Technology to promote economic development among the communities in New Mexico through collaborative graphics and animation projects.

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Edward Angel is Professor Emeritus of Computer Science at the University of New Mexico where he was Professor of Computer Science, Electrical and Computer Engineering and Media Arts. He was the Founding Director of the Art, Research, Technology and Science Laboratory (ARTS Lab) at UNM. He is the first UNM Presidential Teaching Fellow.

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Interactive Computer Graphics A Top-Down Approach with OpenGL Edward Angel and Dave Shreiner Sixth Edition, Addison-Wesley 2012 Ed Angel Professor Emeritus of Computer Science University of New Mexico email: angel@cs.unm.edu

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CSE 472 Computer Graphics Yiyang Tong CSE 472: Computer Graphics Spring Term 2019 Course Information: This course will study the basics of computer graphics for image and animation creation. ... Interactive Computer Graphics: ... Edward Angel, Addison Wesley, 2011, ISBN 978-0132545235. OpenGL Programming Guide, Eighth Edition, Shreiner, Sellers

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Angel uses OpenGL, a graphics library supported by most workstations, and the C++ programming language, allowing students to be aware of what is happening at the lowest levels of computer-graphics programming.

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