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### **Edward Angel Interactive Computer Graphics**

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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About the Author. Edward Angel is a professor of computer science, electrical and computer

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engineering, and media arts at the University of New Mexico. He holds a PhD from the University of Southern California and a BS in engineering from the California Institute of Technology. He is also the director of Art, Research, Technology,...

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About the Author. Edward Angel is a professor of computer science, electrical and computer engineering, and media arts at the University of New Mexico. He holds a PhD from the University of Southern California and a BS in engineering from the California Institute of Technology.

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creating their own 3D graphics.

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## **Angel & Shreiner, Interactive Computer Graphics: A Top ...**

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](mailto:angel@cs.unm.edu)

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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.

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