The Computer Graphics Interface: Computer Graphics Standards Series

Karla Steinbrugge Chauveau, Janet S. Chin, Theodore Niles Reed

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The Computer Graphics Interface provides a concise discussion of computer graphics interface (CGI) standards. The title is comprised of seven chapters that cover the concepts of the CGI standard. Figures and examples are also included.

The first chapter provides a general overview of CGI; this chapter covers graphics standards, functional specifications, and syntactic interfaces. Next, the book discusses the basic concepts of CGI, such as inquiry, profiles, and registration. The third chapter covers the CGI concepts and functions, while the fourth chapter deals with the concept of graphic objects. Chapter 5 discusses segments, while Chapter 6 tackles raster devices. The last chapter covers mechanism for manipulating graphic objects through the use of input/output devices.

The text will be of great use to both novice and expert computer graphics artist, particularly those who are involved in designing user interface.

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