

# Literaturliste Computeranimation/Computergraphik

Bernd Eberhardt / Thomas Keppler

- Mark de Berg, Marc van Kreveld, Mark Overmars und Otfried Schwarzkopf: *Computational Geometry (Algorithms and Applications)*, Springer-Verlag
- Michael F. Cohen, John R. Wallace: *Radiosity and Realistic Image Synthesis*, Academic Press
- J. Encarnacao, W. Strasser und R. Klein: *Graphische Datenverarbeitung 1 und 2*, Oldenbourg Verlag
- J. D. Foley, A. van Dam, S. K. Feiner, J. F. Hughes: *Computer Graphics. Principles and Practice*. Addison Wesley Publishing Company
- Wolf-Dietrich Fellner: *Computer Graphik*, BI Wissenschaftsverlag
- *Game Programming Gems 1-3*, Charles River Media
- Andrew S. Glassner: *Graphics Gems I-III.*, Morgan Kaufmann Publishers
- Francis S. Hill: *Computer Graphics Using OpenGL*, Prentice Hall
- Ed Hooks: *Acting for Animators (Revised Edition)*, Heinemann Drama
- Josef Hoschek, Dieter Lasser: *Grundlagen der geometrischen Datenverarbeitung*. 2. Aufl., B.G. Teubner
- Kit Laybourne, John Canemaker: *The Animation Book: A Complete Guide to Animated Filmmaking -- From Flip-Books to Sound Cartoons to 3- D Animation*, Three Rivers Press
- Alberto Menache: *Understanding Motion Capture for Computer Animation and Video Games*, Morgan Kaufmann
- Leistner, Müller, Stößer: *Fotorealistische Computeranimation*, Springer Verlag
- George Maestri: *Digital Character Animation: With CDROM*, New Riders Publishing
- Jason Osipa: *Stop Staring. Facial Modeling and Animation Done Right*, sybex
- Thomas Rauber: *Algorithmen in der Computergraphik*. B.G. Teubner
- Frank Thomas, Ollie Johnston: *Disney Animation. The Illusion of Life*. Abbeville Press, New York
- Peter Shirley, u. a.: *Fundamentals of Computer Graphics*, A K Peters Ltd
- Alan Watt: *3D Computer Graphics*, Addison-Wesley Publishing Company
- Harold Whitaker, John Halas: *Timing for Animation*, Focal Press
- Richard Williams: *The Animator's Survival Kit*, Faber & Faber

Online Papers:

<http://citeseer.ist.psu.edu/cis>