IEEE invites articles for the special issue on Computer Graphics Hardware


Appropriate topics include (but are not limited to) graphics processors, graphics memory organizations, raster graphics hardware, display equipment developments, novel display devices, hard-copy and recording devices, and video graphics. Articles dealing with novel products as well as studies in capability-enhanced displays and display systems architectures are sought. IEEE CG&A encourages the use of high-quality color illustrations in its articles.

Manuscripts (6 copies) for this issue should be submitted by August 16, 1985, to Guest Editor John Staudhammer, Department of Electrical Engineering, University of Florida, Gainesville, FL 32611.

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DEVELOP INDEPENDENT GRAPHICS— WITH EXAMPLES FROM IBM® PERSONAL COMPUTERS . . .

the most practical way to acquire computer graphics skills.

NEW FOR 1985

Robert F. Sproull, W. R. Sutherland, and Michael K. Ullman
Sutherland, Sproull, and Associates, Pittsburgh, Pennsylvania 1985, 546 pages, (0-07-060504-1) $35.95

THE BOOK'S OBJECTIVE

If you’re a scientist or engineer who needs to write computer programs, but are not familiar with graphics hardware, graphics software packages, or techniques for writing interactive graphics programs, this book shows you how to get started.

THE UNIQUE APPROACH

Device-Independent Graphics is a unique combination of theory and program examples illustrating the principles of computer graphics and the international standard Graphical Kernel System (GKS). Using both simple and more detailed examples, the book demonstrates step-by-step the requisite programming techniques and graphics skills.

THE COMPREHENSIVE, CURRENT COVERAGE

Introducing new IBM hardware and software systems, including GKS, the authors help you learn to use device-independent graphics to write interactive programs for many kinds of display devices. In addition to a thorough discussion of GKS, the authors feature more modern topics not available in GKS, including three-dimensional graphics, raster graphics hardware and software, modeling, and special techniques for frame-buffer displays. Other graphics standards are also presented, such as the Virtual Device Interface and Virtual Device Metafile.

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