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Computer Graphics: Principles and Practice is a textbook written by James D. Foley, Andries van Dam, Steven K. Feiner, John Hughes, Morgan McGuire, David F. Sklar, and Kurt Akeley and published by Addison-Wesley. First published in 1982 as Fundamentals of Interactive Computer Graphics, it is widely considered a classic standard reference book on the topic of computer graphics. It is sometimes known as the bible of computer graphics.

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Computer Graphics: Principles and Practice. By uniquely combining concepts and practical applications in computer graphics, four well-known authors provide here the most comprehensive, authoritative, and up-to-date coverage of the field.

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current computer graphics practice show how to apply given principles in common situations, such as how to approximate an ideal solution on available hardware, or how to represent a data structure more efficiently. Topics are reinforced by exercises,

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Together with Ted Nelson he contributed to the first hypertext system, Hypertext Editing System (HES) in the late 1960s. He co-authored Computer Graphics: Principles and Practice along with J.D. Foley, S.K. Feiner, and John Hughes. He also co-founded the precursor of today's ACM SIGGRAPH conference.

Andries van Dam - Wikipedia

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