

# *References and Further Reading*

## **References**

- Birnbaum, I. (1982). *Assembly Language Programming for the BBC Micro-computer*. Macmillan, London
- Cohn, P. M. (1961). *Solid Geometry*. Routledge and Kegan Paul, London
- Coxeter, H. S. M. (1974). *Regular Polytopes*. Dover Publications, New York
- Davenport, H. (1952). *The Higher Arithmetic*. Hutchinson, London
- Finkbeiner, D. T. (1978). *Introduction to Matrices and Linear Transformations*, 3rd edition. W. H. Freeman, San Francisco
- Foley, J. D. and van Dam, A. (1982). *Fundamentals of Interactive Computer Graphics*. Addison-Wesley, Reading, Massachusetts
- Horowitz, E. and Sahni, S. (1976). *Fundamentals of Data Structures*. Pitman, London
- Knuth, D. (1973). *The Art of Computer Programming. Volume 1: Fundamental Algorithms*, 2nd edition, 1973. *Volume 2: Semi-numerical Algorithms*, 2nd edition, 1981. *Volume 3: Sorting and Searching*, 1972. Addison-Wesley, London
- Liffick, B. W. (1979). *The BYTE Book of Pascal*. Byte Publications, New Hampshire
- Mandelbrot, B. B. (1977). *Fractals*. W. H. Freeman, San Francisco
- McCrae, W. H. (1953). *Analytical Geometry of Three Dimensions*. Oliver and Boyd, London
- Newman, W. M. and Sproull, R. F. (1979). *Principles of Interactive Computer Graphics*. McGraw-Hill, London
- Phillips, F. C. (1956). *An Introduction to Crystallography*, 2nd edition. Longmans, London
- Stroud, K. A. (1982). *Engineering Mathematics*, 2nd edition. Macmillan, London
- Tolansky, S. (1964). *Optical Illusions*. Pergamon, New York
- Zaks, R. (1978). *Programming the 6502*. Sybex, Berkeley, California

## **Further Reading**

Read any periodical, magazine or journal that is relevant to computer graphics such as *SIGGRAPH*, *CAD/CAM*, *CAD journal* (and there are many, many more), and the more advanced graphics textbooks (such as Newman and Sproull, 1979; Foley and van Dam, 1982), as well as the general computer newspapers and