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### Interactive Computer Graphics Edward Angel

Edward Angel is a professor of computer science, electrical and computer engineering, and media arts at the University of New Mexico. He holds a PhD from the University of Southern California and a BS in engineering from the California Institute of Technology. He is also the director of Art, Research, Technology, and Science Laboratory (ARTS Lab) and the Arts Technology Center at the ...

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He is the author/coauthor of the popular textbook Interactive Computer Graphics, now in its eighth edition (Pearson Education, 2020) and author of three editions of OpenGL: A Primer (Addison Wesley). He has taught over 100 professional courses worldwide, including at SIGGRAPH, SIGGRAPH Asia and Supercomputing.

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### Interactive Computer Graphics

The eighth edition of Interactive Computer Graphics was released in August, 2019, with Dave Shreiner as coauthor. Professor Angel was the Principal Investigator of the NSF funded Digital Pueblo Project which combined Arts and Technology to promote economic development among the communities in New Mexico through collaborative graphics and animation projects.

### Angel Home Page - Department of Computer Science

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