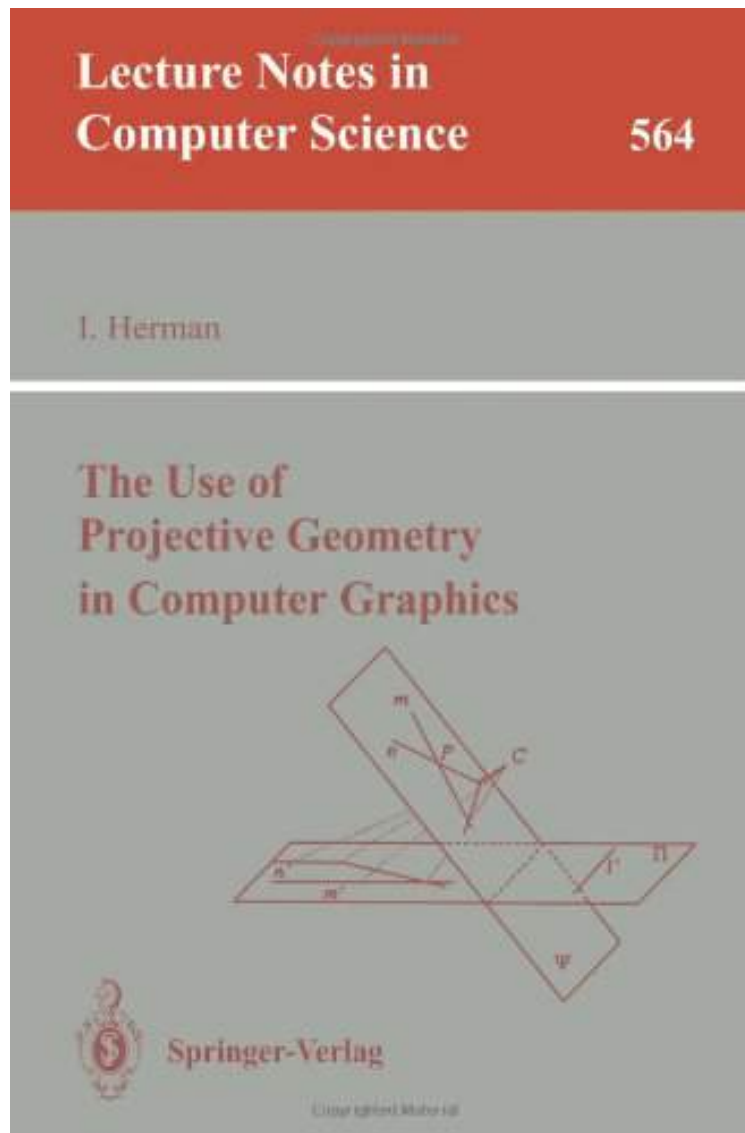


The Use of Projective Geometry in Computer Graphics (Lecture Notes in Computer Science)

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By Ivan Herman



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