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Encyclopedia of Computer Graphics and Games

Living Edition

| Editors: Newton Lee

Introduction

Encyclopedia of Computer Graphics and Games (ECGG) is a unique reference resource tailored to meet the needs of research and applications for industry professionals and academic communities worldwide. The ECGG covers the history, technologies, and trends of computer graphics and games.

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Editors and affiliations

Newton Lee (1)

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1. Inst. for Education Research Scholarship, , Los Angeles, USA
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