



Computer Graphics: Theory Into Practice

Jeffrey McConnell

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Computer Graphics: Theory Into Practice thoroughly examines the components of the human visual system, and how this impacts the way computer graphic images are generated. The book begins with a look at the technology used in modern computer graphics, and continues with the human visual system, the physical properties of light, and how these are implemented in simple shading methods. Additionally, topics of visual illusions and color interactions are also presented. Numerous illustrations are included throughout the text to support the material presented.

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