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Non-photorealistic Rendering (Hardback)

By Bruce Gooch, Amy Gooch

Taylor Francis Inc, United States, 2001. Hardback. Book Condition: New. 231 x 155 mm. Language: English . Brand New Book. The ubiquity of computer-generated imagery around us, in movies, advertising or on the Internet is already being taken for granted and what impresses most people is the photorealistic quality of the images. Pictures, as we have often been told, are worth a thousand words and the information transported by an image can take many different forms. Many computer graphics researchers are exploring non-photorealistic rendering techniques as an alternative to realistic rendering. Defined by what it is not, non-photorealistic rendering brings art and science together, concentrating less on the process and more on the communication content of an image. Techniques that have long been used by artists can be applied to computer graphics to emphasize subtle attributes and to omit extraneous information. This book provides an overview of the published research on non-photorealistic rendering in order to categorize and distill the current research into a body of usable techniques. A summary of some of the algorithms as well as pseudo-code for producing some of the images is included.

Reviews

Undoubtedly, this is actually the greatest job by any author. This can be for those who statte there was not a worthy of studying. I am delighted to inform you that this is actually the greatest publication i actually have read within my very own daily life and could be he greatest book for ever.

-- Perry Reinger

This book is definitely worth acquiring. Yes, it is enjoy, still an amazing and interesting literature. Its been written in an remarkably basic way and is particularly simply soon after i finished reading through this pdf where actually changed me, affect the way in my opinion.

-- Murray Marquardt