Computer Graphics for Artists: An Introduction

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Packed with exercises, this book is an application-independent and reader-friendly primer for anyone with a serious desire to understand 3D Computer Graphics. Opening with the first and most basic elements of computer graphics, the book rapidly advances into progressively more complex concepts. Each of the elements, however simple, are important to understand because each is an essential link in a chain that allows an artist to master any computer graphics application. With this accomplished, the artist can use technology to satisfy his/her goals, instead of the technology being master of the artist.

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