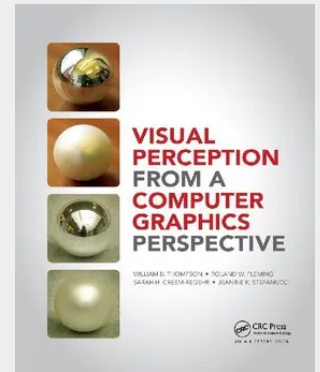


Visual Perception from a Computer Graphics Perspective

This book provides an introduction to human visual perception suitable for readers studying or working in the fields of computer graphics and visualization, cognitive science, and visual neuroscience. It focuses on how computer graphics images are generated, rather than solely on the organization of the visual system itself; therefore, the text provides a more direct tie between image generation and the resulting perceptual phenomena. It covers such topics as the perception of material properties, illumination, the perception of pictorial space, image statistics, perception and action, and spatial cognition.

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116,20 €

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Lieferfrist: bis zu 10 Tage

Artikelnummer: 9780367659288

Medium: Buch

ISBN: 978-0-367-65928-8

Verlag: A K Peters/CRC Press

Erscheinungstermin: 30.09.2020

Sprache(n): Englisch

Auflage: 1. Auflage 2020

Produktform: Kartoniert

Gewicht: 1018 g

Seiten: 550

Format (B x H): 191 x 235 mm

