



# Non-Photorealistic Computer Graphics: Modeling, Rendering, and Animation (The Morgan Kaufmann Series in Computer Graphics)

*Thomas Strothotte, Stefan Schlechtweg*

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Even as developments in photorealistic computer graphics continue to affect our work and leisure activities, practitioners and researchers are devoting more and more attention to non-photorealistic (NPR) techniques for generating images that appear to have been created by hand. These efforts benefit every field in which illustrations—thanks to their ability to clarify, emphasize, and convey very precise meanings—offer advantages over photographs. These fields include medicine, architecture, entertainment, education, geography, publishing, and visualization.

**Non-Photorealistic Computer Graphics** is the first and only resource to examine non-photorealistic efforts in depth, providing detailed accounts of the major algorithms, as well as the background information and implementation advice readers need to make headway with these increasingly important techniques.

Already, an estimated 10% of computer graphics users require some form of non-photorealism. Strothotte and Schlechtweg's important new book is designed and destined to be the standard NPR reference for this large, diverse, and growing group of professionals.

- \*Hard-to-find information needed by a wide range and growing number of computer graphics programmers and applications users.
- \*Traces NPR principles and techniques back to their origins in human vision and perception.
- \*Focuses on areas that stand to benefit most from advances in NPR, including medical and architectural illustration, cartography, and data visualization.
- \*Presents algorithms for two and three-dimensional effects, using pseudo-code where needed to clarify complex steps.
- \*Helps readers attain pen-and-ink, pencil-sketch, and painterly effects, in addition to other styles.
- \*Explores specific challenges for NPR—including "wrong" marks, deformation, natural media, artistic technique, lighting, and dimensionality.
- \*Includes a series of programming projects in which readers can apply the book's concepts and algorithms.

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This book untitled Non-Photorealistic Computer Graphics: Modeling, Rendering, and Animation (The Morgan Kaufmann Series in Computer Graphics) to be one of several books in which best seller in this year, here is because when you read this e-book you can get a lot of benefit onto it. You will easily to buy this specific book in the book store or you can order it by using online. The publisher of the book sells the e-book too. It makes you more readily to read this book, because you can read this book in your Cell phone. So there is no reason to your account to past this e-book from your list.

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The guide with title Non-Photorealistic Computer Graphics: Modeling, Rendering, and Animation (The Morgan Kaufmann Series in Computer Graphics) contains a lot of information that you can learn it. You can get a lot of gain after read this book. This book exist new information the information that exist in this e-book represented the condition of the world right now. That is important to yo7u to understand how the improvement of the world. This particular book will bring you throughout new era of the internationalization. You can read the e-book with your smart phone, so you can read it anywhere you want.

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