Computer Graphics for Artists: An Introduction

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Computer Graphics for Artists: an introduction is an application-independent, 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 goals, instead of the technology being master of the artist. All students wanting to learn more about computer graphics from an artistic viewpoint, particularly those intending to pursue a career in computer game design or film animation, will find this book invaluable

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