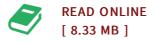# The History of Visual Magic in Computers: How Beautiful Images are Made in CAD, 3D, VR and AR (Paperback)

By Jon Peddie

Springer London Ltd, United Kingdom, 2013. Paperback. Condition: New. Language: English . Brand New Book. If you have ever looked at a fantastic adventure or science fiction movie, or an amazingly complex and rich computer game, or a TV commercial where cars or gas pumps or biscuits behaved liked people and wondered, How do they do that? , then you ve experienced the magic of 3D worlds generated by a computer.3D in computers began as a way to represent automotive designs and illustrate the construction of molecules. 3D graphics use evolved to visualizations of simulated data and artistic representations of imaginary worlds. In order to overcome the processing limitations of the computer, graphics had to exploit the characteristics of the eye and brain, and develop visual tricks to simulate realism. The goal is to create graphics images that will overcome the visual cues that cause disbelief and tell the viewer this is not real. Thousands of people over thousands of years have developed the building blocks and made the discoveries in mathematics and science to make such 3D magic possible, and The History of Visual Magic in Computers is dedicated to all of them and tells a little of their...

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