

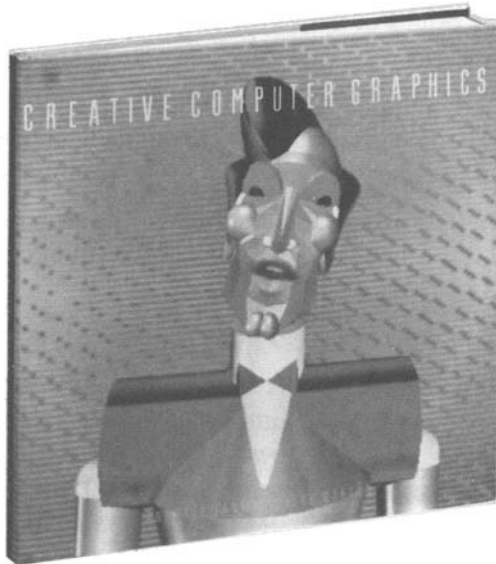
Creative Computer Graphics

ANNABEL JANKEL
and ROCKY MORTON

Creative Computer Graphics celebrates the beauty and dynamic visual power of images created with computer technology. From the pioneering efforts of the 1950s to the current spectacular achievements in the US, UK, France and Japan, this book explores the fascinating technology used to create these stunning visuals. It describes, and lucidly explains, the part played by artists, scientists,

programmers and technicians in the creative process, and carefully interprets the necessary computer terminology for the non-specialist reader.

Linking the description of methods with striking examples and illustrations, the book traces the subject's history, assesses the current state of the art and looks forward to future developments. Through *Creative Computer Graphics* all kinds of readers can deepen their appreciation both of the beauty of computer generated images, and the genius and endless capabilities of the methods used to produce them.



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[4] N. Dunford & J. T. Schwartz *Linear Operators* Part I. Wiley: New York, 1958.

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[6] J. E. Littlewood. The 'pits effect' for functions in the unit circle. *J. Analyse Math.* **23** (1970), 236-268.

Ergodic theory and dynamical systems

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