Image Processing for Computer Graphics

By Jonas Gomes, Luiz Velho

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Image processing is concerned with the analysis and manipulation of images by computer. The focus of this book is to provide a thorough treatment of image processing with an emphasis on those aspects most used in computer graphics. Throughout, the authors concentrate on describing and analyzing the underlying concepts rather than on presenting algorithms or pseudocode. As befits a modern introduction to this topic, a good balance is struck between discussing the underlying mathematics of the subject and the main topics covered: signal processing, data discretization, the theory of colour and different colour systems, operations in images, dithering and half-toning, warping and morphing, and image processing.

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Image Processing for Computer Graphics By Jonas Gomes, Luiz Velho Bibliography

- Sales Rank: #5444630 in Books
- Published on: 1997-05-06
- Original language: English
- Number of items: 1
- Dimensions: 9.51" h x .93" w x 7.25" l, 1.80 pounds
- Binding: Hardcover
- 352 pages

Editorial Review

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