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Autore	Dorsey J (Julie)
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Geometric Structures; 7.6 Alternative Representations
7.7 Subsurface Scattering and Volumetric Media7.8 Additional
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Taxonomy; 8.2 Simulation of Weathering Effects; 8.3 Replication of
Aged Appearance; 8.4 Capture, Analysis, and Transfer of Effects;
Chapter 9. Specifying and Encoding Appearance Descriptions; 9.1
Practical Techniques for Appearance Specification; 9.2 Encoding Local
Appearance Attributes; 9.3 Association of Material and Shape; Chapter
10. Rendering Appearance; 10.1 An Overview of Image Creation
Techniques; 10.2 Simulating Global Illumination; 10.3 Rendering Local
Appearance
10.4 Color and Tone10.5 Precomputed Rendering Elements;
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Sommario/riassunto

Computer graphics systems are capable of generating stunningly realistic images of objects that have never physically existed. In order for computers to create these accurately detailed images, digital models of appearance must include robust data to give viewers a credible visual impression of the depicted materials. In particular, digital models demonstrating the nuances of how materials interact with light are essential to this capability. This is the first comprehensive work on the digital modeling of material appearance: it explains how models from physics and engineering are comb
