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Nota di bibliografia	Includes bibliographical references.
Nota di contenuto	Cover; Title Page; Copyright; Dedication; Contents; Preface; Part I: Introduction; Chapter 1: Overview; Part II: Building Blocks; Chapter 2: Visual Sensitivity; Chapter 3: 2D Image Features; Chapter 4: Color; Chapter 5: 2D Motion; Chapter 6: Stereo and Accommodation; Part III: Surfaces and Movement; Chapter 7: Perspective; Chapter 8: Texture; Chapter 9: Illumination, Shading, and Shadows; Chapter 10: Perception of Material Properties; Chapter 11: Motion of Viewer and Objects; Chapter 12: 12.5 Suggestions for Further Reading; Part IV: Perception of Higher-Level Entities Chapter 13: Spatial Orientation and Spatial Cognition Chapter 14: Perception and Action; Chapter 15: Object and Scene Recognition; Chapter 16: Visual Attention and Search; Chapter 17: Event Recognition-Inanimate; Chapter 18: Event Recognition-Biological; References; Index; Color Plate
Sommario/riassunto	"This book introduces human visual perception to readers studying or working in the field of computer graphics, though it may also be of use to perceptual psychologists using computer graphics to generate experimental stimuli, directly investigating the perceptual effectiveness

of some aspect of computer graphics, or interested in perceptual topics relevant to the information content of images but not included in most standard vision science references. The book can be used either as a text for an advanced undergraduate or graduate course or as an overview of perception for those active as researchers or developers in computer graphics or related fields"--
