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Autore	Luciano Giorgio
Titolo	Essential computer graphics techniques for modeling, animating, and rendering biomolecules and cells : a guide for the scientist and artist / Giorgio Luciano
Pubbl/distr/stampa	Boca Raton : , : Taylor & Francis, a CRC title, part of the Taylor & Francis imprint, a member of the Taylor & Francis Group, the academic division of T&F Informa, plc, , 2019
ISBN	0-429-62455-7 1-4987-9922-1 0-429-62411-5
Descrizione fisica	1 online resource (230 pages)
Disciplina	571.60285/66
Soggetti	Computer graphics
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di bibliografia	Includes bibliographical references.
Nota di contenuto	Representations in chemistry -- Foundations -- Lighting -- Number of objects -- Rendering -- Animation.
Sommario/riassunto	The book helps readers develop fundamental skills in the field of biomedical illustrations with a training approach based on step-by-step tutorials with a practical approach. Medical/scientific illustration mainly belongs to professionals in the art field or scientists trying to create artistic visualization. There is not a merging between the two, even if the demand is high. This leads to accurate scientific images with no appeal (or trivial mistakes), or appealing CSI-like images with huge scientific mistakes. This gives the fundamentals to the scientist so they can apply CG techniques that give a more scientific approach creating mistake-free images. Key Features This book provides a reference where none exist. Without overwhelming the reader with software details it teaches basic principles to give readers to fundamentals to create. Demonstrates professional artistic tools used by scientists to create better images for their work. Coverage of lighting and rendering geared specifically for scientific work that is tutorial based with a practical approach. Included are chapter tutorials, key terms and end of chapter references for Art and Scientific References for each chapter.

