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Nota di contenuto	Cover -- Half Title -- Title Page -- Copyright Page -- Dedication -- Table of Contents -- Preface -- Chapter 1: An Open and Shut Case -- Chapter 2: O Say, Can You See? -- Chapter 3: Celtic Knotwork -- Chapter 4: The Digital Ceraunoscope: Synthetic Thunder and Lightning -- Chapter 5: Texturing with Symmetry -- Chapter 6: Soap Bubbles -- Chapter 7: Fill 'Er Up! -- Chapter 8: Tricks of the Trade -- Chapter 9: A Change of Scene -- Chapter 10: Quantum Computing -- Chapter 11: A Shape Synthesizer -- Index.
Sommario/riassunto	Once again, Andrew Glassner opens his notebook and invites readers in a wide range of stimulating explorations of art, nature, and computer graphics. The text of this book is accessible and informal, and richly illustrated with hundreds of images illustrating topics from Celtic knotwork and lightning to soap bubbles and the mysteries of camera shutters. This well-known author brings decades of experience as a researcher and writer to create discussions that are as clear as they are captivating. The book is intended for hobbyists, researchers, students, and anyone interested in computer graphics and its uses for creative exploration.

