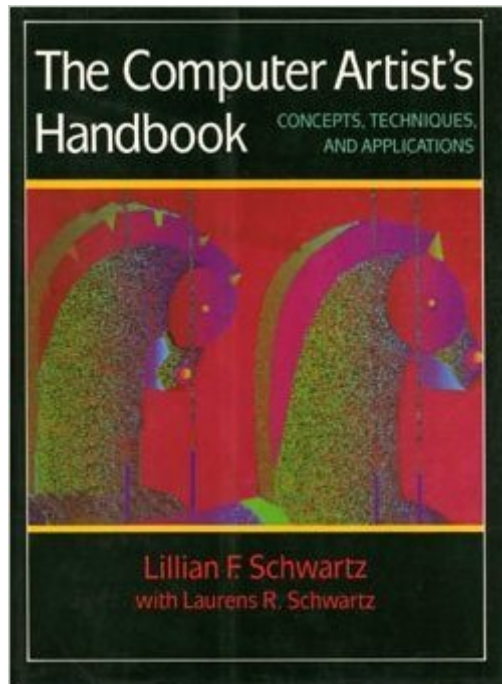# The Computer Artist's Handbook: Concepts, Techniques, And Applications

Synopsis

This book sets out to provide an accessible guide to the computer and art. With analogies to traditional art forms and an array of illustrations in colour and black-and-white, this book offers a conceptual and hands-on approach that can be used with any computer, from the home PC to an elaborate graphics workstation, including drawing, animation, sculpture, special effects, film and video, and ways the computer can enhance our understanding and appreciation of great works of art. Exploring the full range of the computer's potential as a tool for art, it demonstrates that, while a computer cannot make art without an artist, it can help develop the artist in all of us.

Book Information

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Customer Reviews

this book is not for people needing current information about how to make images on computers. What it provides is a fascinating glimpse of how the images was thought about and constructed at the dawn of the computer age. Ms. Schwartz is a brilliant writer, programmer and video artists. Im sure it will be quite a valuable book for contemporary art historians quite soon.

This is an old Textbook that is not relevant today. I feel duped!

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