Light & Skin Interactions: Simulations for Computer Graphics Applications

Gladimir V. G. Baranoski, Aravind Krishnaswamy

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Light and Skin Interactions immerses you in one of the most fascinating application areas of computer graphics: appearance simulation. The book first illuminates the fundamental biophysical processes that affect skin appearance, and reviews seminal related works aimed at applications in life and health sciences. It then examines four exemplary modeling approaches as well as definitive algorithms that can be used to generate realistic images depicting skin appearance. An accompanying companion site also includes complete code and data sources for the BioSpec model, which is considered to be the most comprehensive first principles model in the field. Despite its wide scope of simulation approaches, the book's content is presented in a concise manner, focusing on relevant practical aspects. What's more, these approaches can be successfully applied to a wide range of additional materials, such as eye tissue, hair, and water.

- Allows you to understand and predict the qualitative and quantitative behavior of complex natural systems.
- A general background on tissue optics clarifies several confusing conceptual issues, saving you valuable time in the early stages of research
- Includes complete code and data sources for the BioSpec model

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