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rendering techniques. His book 3D Computer Graphics: A Handbook for Artists and Designers has taught a generation of artists. Glassner created and edited the Graphics Gems book series and the book An Introduction to Ray Tracing. His most recent text is Principles of Digital Image Synthesis, a two-volume treatise on rendering theory and

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Traditional ISD 190 Rapid Prototyping 192 Traditional ISD versus

Rapid Prototyping in the Design of Instructional Computer

Graphics 199 SOME GENERAL GRAPHIC PRINCIPLES OF

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Screen Design 203 Some Basic Principles of Graphic Design 212

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