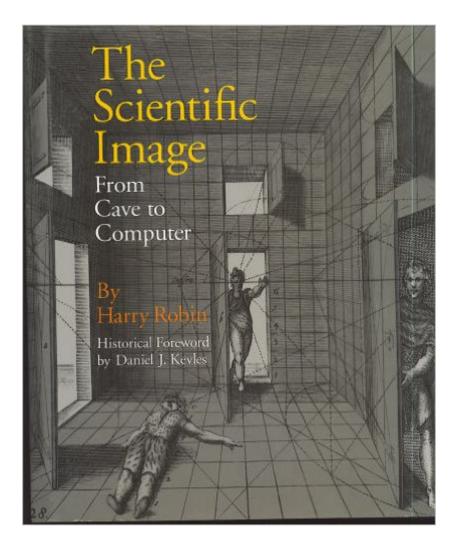
The book was found

The Scientific Image: From Cave To Computer (Library Of American Art)





Synopsis

Like an elegant picture album of the history of science, The Scientific Image: from Cale to Computer charts the efforts of professionals and amateurs to represent their obsenations of natural phenomena through illustrations. It is a celebration of the insatiable curiosity and the desire to explain which are the t-,vin inspirations of scientific discovery. The images author Harry Robin has assembled here range from the skv charts of the ancient Siberian Chukchis to NASA's most sophisticated computer imagen,. Included are illustrative works from the bestknown names in science-Einstein, Newton, Gallileo, da Vinci, Ben Franklin, Darwin, Edison, Watson and Crick-as well as ingenius creations from obscure sources. Throughout, insightful commentary describes each image in its context. --This text refers to an out of print or unavailable edition of this title.

Book Information

Series: Library of American Art Hardcover: 240 pages Publisher: Harry N Abrams; 1st edition (October 1992) Language: English ISBN-10: 0810938235 ISBN-13: 978-0810938236 Product Dimensions: 1 x 9.2 x 10.5 inches Shipping Weight: 2.8 pounds Average Customer Review: Be the first to review this item Best Sellers Rank: #822,473 in Books (See Top 100 in Books) #6 in Books > Arts & Photography > Graphic Design > Commercial > Science Illustration #229 in Books > Textbooks > Humanities > Design #270 in Books > Computers & Technology > History & Culture > History

Download to continue reading...

The Scientific Image: From Cave to Computer (Library of American Art) Diversity and the Tropical Rain Forest: A Scientific American Library Book (Scientific American Library Series) The Body Image Workbook for Teens: Activities to Help Girls Develop a Healthy Body Image in an Image-Obsessed World Cave Exploring: The Definitive Guide to Caving Technique, Safety, Gear, and Trip Leadership (Falcon Guides Cave Exploring) A Concise Introduction to Image Processing using C++ (Chapman & Hall/CRC Numerical Analysis and Scientific Computing Series) Python: Python Programming For Beginners - The Comprehensive Guide To Python Programming: Computer Programming, Computer Language, Computer Science Python: Python Programming For Beginners - The Comprehensive Guide To Python Programming: Computer Programming, Computer Language, Computer Science (Machine Language) An Introduction to Visual Communication: From Cave Art to Second Life Cave Temples of Mogao at Dunhuang: Art and History on the Silk Road, Second Edition (Conservation & Cultural Heritage) An Introduction to 3D Computer Graphics, Stereoscopic Image, and Animation in OpenGL and C/C++ Principles of Digital Image Processing: Advanced Methods (Undergraduate Topics in Computer Science) The Evolving Coast (Scientific American Library Paperbacks,) P-Prolog: A Parallel Logic Programming Language (World Scientific Series in Computer Science) Large-Scale Scientific Computing: 6th International Conference, LSSC 2007, Sozopol, Bulgaria, June 5-9, 2007, Revised Papers (Lecture Notes in Computer Science) Rlisp '88: An Evolutionary Approach to Program Design and Reuse (World Scientific Series in Computer Science) Guide to Scientific Computing in C++ (Undergraduate Topics in Computer Science) .NET Framework Standard Library Annotated Reference, Volume 2: Networking Library, Reflection Library, and XML Library In Search of Graphics: Adventures in Computer Art (A Lothrop computer book) The Cave Temples of Po Win Taung, Central Burma: Architecture, Sculpture and Murals The Secret Cave: Discovering Lascaux

<u>Dmca</u>