
   Artist and teacher, famous for his color illusions. This is a paperback, slightly abridged edition of his most famous book.

   Recent book on color appearance. Focus on digital systems and computational models. Outstanding reference for color appearance and models of same.


   Andrew’s big, two-volume book on image synthesis. Includes a fair amount of information about color, plus is a good reference for lighting and shading models.

   Most often referenced book on color in computer graphics rendering and systems. Unfortunately out-of-print, with no new edition expected.

   The color reproduction bible. Covers television, photography and printing. The fifth edition should be out.

   Color vision text based on opponent color. Detailed chapter on color vision deficiencies.

   Tufte on information visualization. Has a chapter on the use of color.

   A good overview of many aspects of color. Designed for an undergraduate course. Includes information on physics and optics as relates to color, as well as many of the topics covered in this tutorial.

    Very good recent book on vision. Emphasis on the application of linear systems to vision. Includes topics besides color such as motion and edge detection. Substantial information on brain functions as well as expermental results.

    A book of color palettes, like many that can be found in the graphic design section of any reasonable bookstore. This one includes a windows application called the “Palette Picker.” Also available from http://www.lightdream.com.

    An elegant, systematic approach to color design, with many interesting exercises and examples. Strongly based on the Munsell color ordering system.

    The text on psychophysics and colorimetry. Big, expensive reference book that includes many numbers and tables (from the pre-CDROM days). No color pictures.