

Lightly annotated bibliography for “A Survey of Color for Computer Graphics” by Maureen Stone, StoneSoup Consulting.

1. Josef Albers, *Interaction of Color*. Yale University Press, 1963.
Artist and teacher, famous for his color illusions. This is a paperback, slightly abridged edition of his most famous book.
2. Mark D. Fairchild, *Color Appearance Models*. Addison-Wesley, 1998.
Recent book on color appearance. Focus on digital systems and computational models. Outstanding reference for color appearance and models of same.
3. E.J. Giorgianni and T. E. Madden, *Digital Color Management*. Addison-Wesley, 1998.
Excellent book on color management, device-independent color, digital color. Very systems and “color engineering” oriented. Beautifully produced with color on each page. Some of the nicest illustrations around.
4. Andrew Glassener, *Principles of Digital Image Synthesis*. Morgan Kaufmann, San Francisco, CA. 1995.
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.
5. Roy Hall. *Illumination and Color in Computer Generated Imagery*. Springer-Verlag, NY, NY. 1989.
Most often referenced book on color in computer graphics rendering and systems. Unfortunately out-of-print, with no new edition expected.
6. R.W.G. Hunt, *The Reproduction of Colour, Fourth Edition*. Fountain Press, England, 1987.
The color reproduction bible. Covers television, photography and printing. The fifth edition should be out.
7. Leo M. Hurvich, *Color Vision*. Sinauer Associates Inc. 1980
Color vision text based on opponent color. Detailed chapter on color vision deficiencies.
8. Edward R. Tufte, *Envisioning Information*. Graphics Press, 1990.
Tufte on information visualization. Has a chapter on the use of color.
9. S. J. Williamson and H. Z. Cummins, *Light and Color In Nature and Art*. John Wiley, 1983.
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.
10. Brian Wandell, *Foundations of Vision*. Sinauer Associates, Sunderland, Mass. 1995.
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 experimental results..
11. Bride M. Whelan, *Color Harmony 2*. Rockport Publishers, Rockport, Mass., 1997.
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>.
12. Wucius Wong. *Principles of Color Design, second edition*. John Wiley & Sons, NY, 1997.
An elegant, systematic approach to color design, with many interesting exercises and examples. Strongly based on the Munsell color ordering system.
13. G. Wyszecki and W.S. Stiles, *Color Science, Second Edition*. John Wiley & Sons, 1982.
The text on psychophysics and colorimetry. Big, expensive reference book that includes many numbers and tables (from the pre-CDROM days). No color pictures.